

computer and video
games
NEW LOOK
computer and video games
ISSUE 212
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QUAKE 3
Most perfect game ever? Millions testing it now
IT'S ALL OVER!
Playstation football shootout: ISS wins
DREAMCAST
PLAY IT FIRST FOR
FREE
EVERYONE HAS A
DARK SIDE
Use yours to win at Star Wars Episode I Racer
LOOK! UNDER HERE

WELCOME TO

ISSUE 212 July 1999

computer and video GAMES

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SCOOP!

THE HOTTEST NEW GAMES, THE LATEST NEWS, THE BEST PRODUCTS

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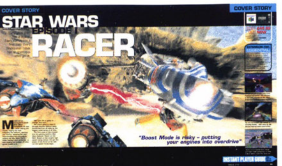
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EVERY MONTH









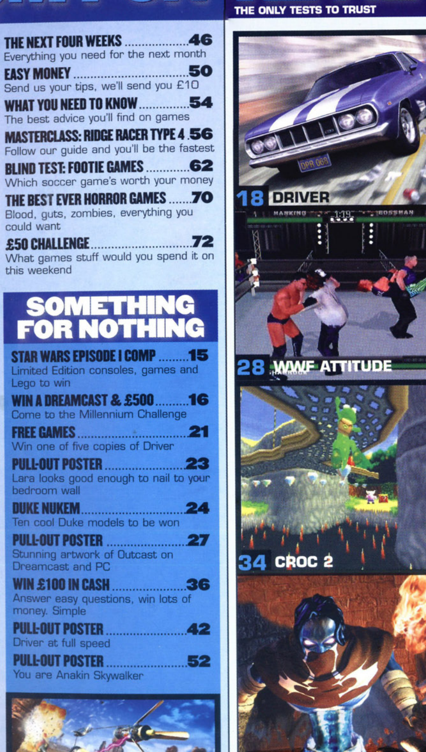
ISSUE 212
The world's Original games mag



UM FUN

SOMETHING FOR NOTHING

REVIEWS
THE ONLY TESTS TO TRUST



PLAY DREAMCAST FIRST FOR FREE
You can play Metropolis Street Racer and Sega Rally 2 before anyone else. How? Simply come along to the Computer and Video Games Millennium Challenge, where you could also win a Dreamcast, a year's supply of games and £500. Full details, p16.



QUAKE 3
Most perfect game ever? Millions testing it now

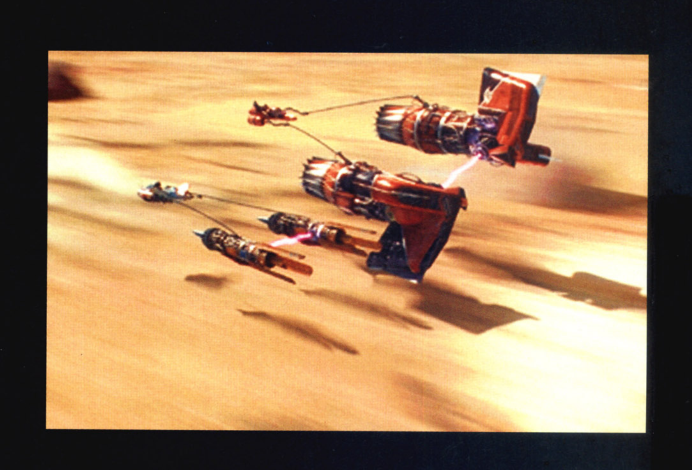
IT'S ALL OVER!
Playstation football shootout: ISS wins

DREAMCAST
PLAY IT FIRST FOR FREE



LOOK! UNDER HERE





JOIN TATOOINE'S RUSH HOUR TRAFFIC AT 600 MPH.









PUBLISHED BY



Some things change, some stay the same

The **Original** games magazine

computer and video GAMES



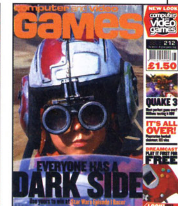
1 Nov 1981

CVG

133 Dec 1992



211 June 1999



212 July 1999

DO YOU KNOW...

17 years ago, we were the world's first games magazine? Do you know that now, we're the UK's best-seller for magazines that cover every kind of game?

That's not us hitting you with hype or blasting you with hot air. You don't survive unless you're offering a superb magazine, and you don't stay Number One if you're not a whole lot better than the other magazines on the shelves. Those are two judgements that readers like you make, every month...

YOU'RE holding a copy of Computer and Video Games that looks very different from 211 previous issues.

We think it's easier to use, looks better, works better and is even more cracking value than it's ever been. Of course, it's up to you to judge if we're right.

Here are a couple of things we promise about everything we've done to make Computer and Video Games even better.

- We stick to the same high standards in testing and reviewing games we've been famous for, so you'll always know what we think or recommend before you make up your own mind about the games you play or buy.
- We want you to have fun and enjoy this magazine.
- **And we get exactly the same buzz out of great games we've always had...**



MEET THE TEAM

From left to right we have: Alex, Paul, Ed, Tony, Matt, Steve, Nicola & Dan

Join us online at www.computerandvideogames.com

STAR WARS EPISODE I RACER

WORDS & SCREENSHOTS: ED LOMAS

Every generation has a legend. Every journey has a first step. Every blockbuster movie has an enormous video game



Maybe you've managed to avoid Star Wars completely till now – never seeing the movies, buying the toys, collecting the stickers, wearing the T-shirts, debating the plot, impersonating the characters, making the joke about Darth Vader feeling Luke's presents, or even playing the masses of video games based on it.

Well your life is going to change, and soon.

You aren't going to make it through summer without being bombarded from all sides by the biggest movie series of all time.

The first wave of the invasion into the gaming world is *Star Wars Episode I Racer* on the N64. Based on the movie's high speed racing scenes, it's got the power of the Force on its side. Let the speed frenzy begin.





OUT: NOW

MULTIPLAYER: **1-2**
COMPATIBLE WITH: **EXPANSION PAK**

EXPANSION PAK: ESSENTIAL!

Star Wars Episode I Racer is the best reason yet to spend £30 on the Nintendo Expansion Pak. Most games don't benefit all that much from the add-on, but it makes a real difference to the overall feel of *Episode I Racer*. Sorry, but you'd better start saving your pennies.



The high-resolution graphics make all the Podracers look fantastic, with reflections on their shiny bodywork and flare effects on the chains holding the engines together



The view from on-board your Podracer is extremely dramatic – other racers fly right past your head and weave around in front

"Boost Mode is risky – putting your engines into overdrive"



There's a lot of trackside detail, though you'll have trouble appreciating it at these kinds of speeds. Concentrate, young Jedi

INSTANT PLAYER GUIDE TURN OVER TO FIND OUT

INTERPLANETARY PODRACING

There are more than 20 courses in *Episode I Racer*, set on eight different planets from the Star Wars universe. As you complete the various Podracer championships and progress through the game, new courses open up with extra sections and more hazards.



TATOOINE: Anakin's home planet, the one Luke Skywalker reckoned was farthest from the bright centre of the universe. A desert planet, it's home to the most prestigious Podracing event of them all – the Boonta Eve Classic



MON GAZZA: An industrial spice mining planet with race circuits passing through tight passageways and around massive factories. Look out for conveyor belts which can effect the speed of your Podracer



ANDO PRIME: An ice planet with snowy racecourses and massive frozen lakes to cross. Be careful when using Boost Mode on the slippery sections, as you can easily slide into huge chunks of ice at awesome speeds



AQUILARIS: This water-covered planet has a number of small islands poking through the surface. Bridges and floating cities link them together with spectacular underwater tunnels. An awesome looking planet



MALASTARE: The twisting, high-speed courses set around Malastare's dry surface can be particularly tough. Skilled pilots manoeuvre through pools of green methane gas, so learn to control your Podracer in the air before you reach the massive canyon you need to speed over



OOVO IV: A barren moon used as a prison colony and labour camp with a confusing network of transport tunnels used for Podraces. Zero gravity tunnels can cause problems as racers must avoid floating debris and make it through rotating gates at very high speeds



BAROONDA: A foggy swamp planet with a mix of new and old buildings set around volcanoes, lava pits and marshes. Total mastery of your Podracer is essential if you are to make it around the twisting circuit and avoid all the natural hazards without smashing your ship to scrap



ORD IBANNA: Podraces take place in the beautiful skies above the planet, on floating bridges and in air circulation tunnels. Don't spend too much valuable time looking at the scenery, or you might not notice gaps in the damaged raceway – very nasty at these speeds

"You must let your engines co

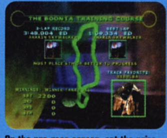
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE IN

BEST POSSIBLE START

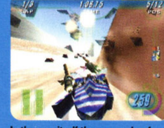
You want to get straight into the action, right? And you want to be able to see a few of the cool race circuits on your first go? Here's the best way to start off.



Everyone will want to play as child prodigy Anakin Skywalker on their first go, especially as the best racers (like champion Sebulba) aren't available until later on. Anakin has the coolest looking pod racer by a mile, too. He isn't a Jedi Master just yet, but his skills are second to none



On the pre-race screen, set the prize money to 'Winner Takes All' so that 2200 Truguts go to whoever finishes in first. The opening races are a breeze, so even on your first ever go you should be able to win the Boonta Training Course Amateur race and stack up your cash for later



In the race itself there are only a few places to watch out for. In the open desert section, avoid the small rocks on the course if possible as they can damage your engines and lose you speed. There's also a thin section just before where you may want to slow down or tilt your Podracer



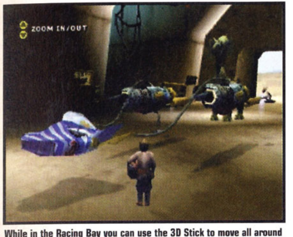
You shouldn't have too many problems finishing in first place and earning yourself 2200 Truguts on the first track straight off. These are added to the 400 Truguts you started the championship with, so you should now be able to afford any repairs necessary to your Podracer



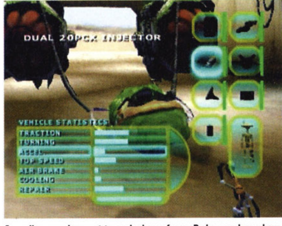
The best thing to do is head to the junkyard and pick up some bargains. As it's right at the start of the championship, the spares shouldn't be too worn out either. Your 2600 Truguts will be enough to get a cheap but useful upgrade to your Podracer, to help you in the next few races

REPAIRS AND UPGRADES

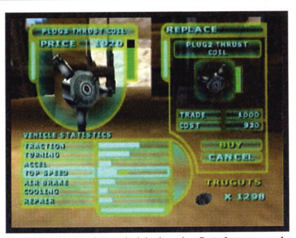
Winning races earns you Truguts, the currency used in *Episode I Racer*. After each round you head to the Racing Bay where you can inspect your Podracer, carry out repairs and buy any upgrades you need for your mean machine.



While in the Racing Bay you can use the 3D Stick to move all around your Podracer, checking parts for damage as you go. This is definitely one of the coolest and best-looking bits of the game



A small energy bar next to each piece of your Podracer shows how much damage it's taken. Go to Watto's shop to get replacements, or buy some more Pit Droids to work on repairing your existing parts



The Junkyard is the place to look for bargains. Parts from scrapped Podracers are sold off cheaply here, though you need to check how damaged they are before handing over your hard-earned Truguts



Meet Watto. He's the slave master of Anakin Skywalker. And he owns the repair shop, so be nice, okay!



The Podracers storm through tunnels at speeds of up to 600mph. Then you hit the Boost Mode, and it all goes blurry

ol or they'll burst into flames"

BOOST MODE

Once the races start getting tougher, the only way to win is to master your Podracer's Boost Mode. This risky technique puts your engines into overdrive, giving you some vital extra speed.



The Boost Mode is one of the coolest features of *Episode I Racer*. While accelerating, hold Up on the 3D Stick to tilt your engines forward and reach your maximum speed. The coloured bar around the Thrust Meter will fill up, and the yellow light on top will come on to indicate that you're ready for Boost Mode



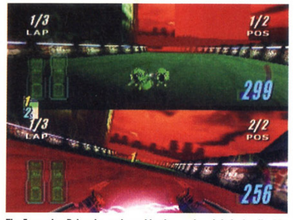
Quickly let go of the A button, then press and hold it again. The yellow light should go red and your Podracer will speed up dramatically. You'll stay in Boost Mode until you let go of the A button, press the B button to use your airbrakes, or hit something solid – a big rock or another Podracer, for example



While in Boost Mode your engines will heat up quickly. You have to watch the bottom-left corner of the screen and make sure you give them a chance to cool down before they overheat and burst into flames. Hitting scenery while in Boost Mode normally causes a very nasty crash, so be careful

2 PLAYER GRUDGE MATCHES

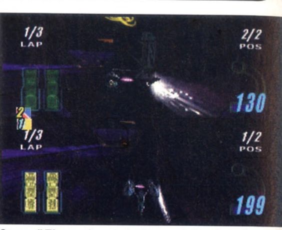
Star Wars Episode I Racer lets two people race against each another in head-to-head competitions. Four players would have been nice, but the Nintendo 64 would struggle to handle this much graphical detail.



The Expansion Pak-enhanced graphics keep a lot of their detail with two-players, but the frame rate slows down a touch

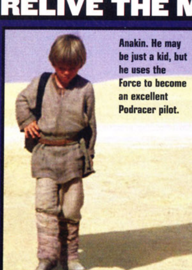


There are no weapons (unless you're playing as champion racer Sebulba), so Podraces are more of a test of skill, than aggression



On a small TV screen it can be hard to see what's going on in two-player mode, especially in dark tunnels such as this. Use the Force!

RELIVE THE MOVIE


Anakin. He may be just a kid, but he uses the Force to become an excellent Podracer pilot.

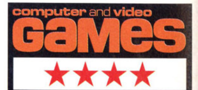
As you take control of your Podracer in the game you'll be playing out some of the most talked about scenes from The Phantom Menace.
The film's star, Anakin Skywalker (who later becomes Darth Vader) is a slave of Watto, a junk dealer on the planet Tatooine. When Jedi master Qui-Gon lands on the planet, he finds Anakin is both a highly skilled Podracer and senses a strong power of the Force. Anakin ends up racing a super-spec Pod built by Qui-Gon in a crazy race that has Anakin's freedom at stake. Anakin wins, gets his freedom from Watto and is drafted into the Jedi ranks to be fully trained.
Go watch the film, marvel at the most amazing racing you've ever seen, then go home, and pilot a Podracer yourself.

WHAT WE THOUGHT

IT'S STAR WARS!
Episode I Racer's presentation is fantastic – all the set-up screens and menus look great, and the 3D models make a pleasant change from most games' tedious pages of text. Music and voices from the movie make everything feel more authentic, but the classical score does sound a bit tinny.

IT'S FAST!
The Podracing scene in the movie is so fast we didn't think a game could do it justice, but *Episode I Racer* is amazingly quick. *F-Zero X* on N64 is quicker still, but doesn't have anywhere near as much graphical detail as this. Courses are designed so that once you've raced on them a few times and mastered the Boost Mode, you can fly around at insane speeds.

IT'S GOOD!
With vehicles as enjoyable to control as the Podracers, and a variety of well-thought out courses, this game couldn't fail. The ace presentation and having to earn money for upgrades makes *Episode I Racer* something for everyone – even those few sad people whose lives aren't totally consumed by Star Wars!



IF YOU LIKE THIS TRY THESE...
WipEout 64 (Nintendo64), *F-Zero X* (Nintendo 64)

INSTANT PLAYER GUIDE

POD RACER CONTROL

Controlling the Podracers is simple enough, but there are a number of techniques worth learning if you're going to become the champion at the Boonta Eve Classic.

They may look a handful, but Podracer masters like Sebulba will have these little babies purring like pussy cats



The C-Left and C-Right buttons tilt your Podracer on its side, very handy for avoiding obstacles at the last minute, or for fitting through small gaps



If you turn while holding the Z Trigger, the back of your Podracer will slide out to get round tighter corners. Don't use this too much or you'll lose it



Holding the R button repairs your engines. Use this when the display in the corner shows damage, though you will lose a lot of speed



Pushing the 3D Stick Up gives a little bit of extra speed and charges your Thrust Meter. Holding Down slows you slightly, for tighter turning



NINTENDO64

STAR WARS SHADOWS OF THE EMPIRE

PAL VERSION



Win this lot. All you've got to do is answer the question below. Couldn't be easier, could it now?



WIN LIMITED EDITION STAR WARS EPISODE I PRIZES

You've read the review now win the game. Except in true Computer and Video Games style we've got something a whole lot more special to give away than just a copy of the game

WHAT'S ON OFFER

- Two Limited Edition *Episode I Racer* consoles and game
- Two copies of *Rogue Squadron* for the N64
- Two copies of *Shadows of the Empire* for the N64
- Ten Lego sets of Anakin's own Podracer

The Limited Edition consoles are going to be highly sought after and have unique packaging to mark the release of the game and film. Plus, runners up can grab themselves a copy of the hottest Star Wars games, *Rogue Squadron* and *Shadow of the Empire*, and all for nothing. We've even got the coolest of cool Lego to give away to a bunch of lucky Computer and Video Games readers.

IT'S SIMPLE TO ENTER

It's free to enter and all you've got to do is answer the following question. If you get stuck, don't worry, you might just find the answer is somewhere in this issue. Once you've decided what it is, fill in the entry form, slip it in an envelope and chuck it in the post.

THE QUESTION

On the planet Ando Prime, what is the surface of the planet cover in?

A. Sand
B. Ice
C. Fog
D. Water

COMPETITION ENTRY FORM

Send your entry to: Episode I Racer Competition, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. Entries close 15th July.

I want to win one of the fantastic prizes. My answer to the question is... . . . .

Name . . . .

Address . . . .

. . . .

. . . .

Telephone number . . . .

Favourite game . . . .

Console(s) owned . . . .

computer and video Games MILLENNIUM CHALLENGE

WIN A A YEAR'S

Play Sega's new console before everyone else and you could win this incredible prize



HMV stores from Aberdeen to Southampton will be the venues. Sega Rally 2 and Metropolis will be the games. You will be the first to play them

Metropolis Street Racer. Have you got what it takes to win at this incredible racing game? Come and find out for yourself at the Computer and Video Games Millennium Challenge



Where & when?

The challenge will take place at HMV stores all over the country. Each event will run all day, so just turn up when it suits you and play Dreamcast for yourself. You never know, you might end up winning a prize or two.
The remaining Computer and Video Games Millennium Challenge dates are:

Leicester	HMV, 9-17 High Street	19th June
Birmingham	HMV, 38 High Street	19th June
Liverpool	HMV, 22-36 Church St	10th July
Manchester	HMV, 90-100 Market Street	10th July
Leeds	HMV, 1 Victoria Walk, Headrow Centre	17th July
Aberdeen	HMV, 11-12 Union Bridge	31st July
Glasgow	HMV, Unit 5-6 Lewis's Building, Argyle St	31st July
Gateshead	HMV, Cameron Walk, Metro Centre	7th August
Newcastle	HMV, 56 Northumberland Street	7th August
Southampton	HMV, 56-58 Above Bar Street	14th August
Bluewater	HMV, Upper Rose Gallery	14th August
Oxford	HMV 43-46 Cornmarket Street	21st August
Kingston	HMV, Bentalls Centre	21st August

THE GRAND FINAL
HMV, Trocadero Centre, Coventry Street, London
2nd October

HOW IT WORKS
Dreamcast is the biggest thing to happen in years. You can be one of the first people in the country to play it, before it is even in the shops. Everyone else will have to wait until the end of September.

All you have to do is come along to the Computer and Video Games Millennium Challenge which will be taking place at the bigger HMV stores up and down the country. There's no charge, no pressure, all you've got to do is turn up when you want and play the game for yourself. How smart is that? It gets even better...

LOADS OF PRIZES
At the Challenge you'll take control of your car and race against another player - could be your mate if you want - and whoever posts the quickest time, wins both the race and some cool goodies.

If you turn out to be the fastest person on the day you'll get a place in the final where you'll get a free Dreamcast game and could end up winning a Dreamcast console, a new game every month for a year, plus a whopping £500 of HMV vouchers to spend on absolutely anything you like.

METROPOLIS AND SEGA RALLY 2
At the Challenge you will have the chance to play two of the hottest games on Dreamcast, Sega Rally 2 and Metropolis Street Racer. If you need any convincing of how cool these games are, just take a look at the cracking screenshots here. And they play even better than they look.

GRAND FINAL
The person who posts the best time at each round will get a place in the final, to be held at the Trocadero Centre, London on the 2nd October. We'll even lay on travel for you, from wherever you live, so it won't cost you a penny. Then there's that amazing prize for the outright winner...Will it be you?

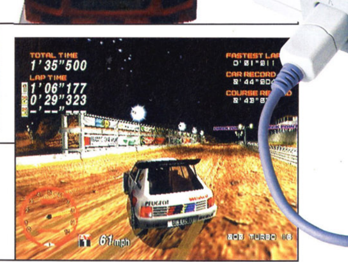
Get in touch online at: **www.**

EXCLUSIVE

DREAMCAST GAMES AND £500



Sega Rally 2. None of your mates will have played it, not unless they come along to the Challenge too



It plays even better than it looks, and it looks totally amazing. But then again, you don't have to take our word for it. Do you?

Sega Dreamcast, the most powerful games machine you can't quite buy. But you could win one



That's me on the box

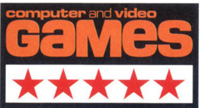
rapture Cable channel Rapture will be there to cover the Challenge for their weekly games show, Gamers. So make it along to one of the rounds and you might be lucky and get on TV. Or, you can watch the action at home.

omputerandvideogames.com

WHAT'S IMPORTANT

The Computer and Video Games' 5-star award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

HONEST Regardless of hype, reputation or advertising surrounding a game, if it's great we'll say so and if it's poor, we'll tell you the truth.
FAIR We're not biased, a good game is a good game regardless of format or who's made it.
THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions either. We'd rather wait and give you the full, accurate story.
KNOWLEDGE Computer and Video Games is 17 years old. We were the world's first games mag which means we've played more games than another other mag. Our writers are all experts, have years of experience and know what makes a cracking game.



Any game that earns the CVG 5-star award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

THIS MONTH'S BIG HITTERS...

DRIV

Ditch your badge in the name of undercover police work and infiltra

ER

he mob

WORDS & SCREENSHOTS: STEVE KEY



COST: **£44.99**
OUT: **JUNE**
MULTIPLAYER: **1**
COMPATIBLE WITH: **JOYPAD/ MEMORY CARD/ DUAL SHOCK**

You're an undercover American cop who has been given the assignment to try and infiltrate the mob as a getaway driver. Because you are an ex-racing driver there was only ever going to be one man for the job. Your tasks start small, like picking up some men from a bank job, but they get progressively harder, like following a criminal through the town: only she's on a monorail.

It seems like *Driver* has been in development for ages but the wait has been well worth it. The atmosphere created is one of total disrespect for the law as you plough through blockades, writing off meat wagons in the process. The whole graphical style seems to fit perfectly too, creating an all round top game.

THE COOL LEVELS

There are many twists on the theme of simply driving around, smashing police cars. In fact, the police are the least of your worries as the clock starts ticking. Here are our favourites.



The first time you trundle into San Francisco is just cool. There's loads more going on in the streets and there are trams trundling up and down the roads. They'll often smash into cars themselves and push wrecks along the tracks!



The warehouses in the middle of Miami are an important location. There's only one road linking them and the mainland and because boats can dock here, this is where you have to go to pick up the rather dodgy 'shipments' or meet with the mob bosses



And having met a shady character at a port, you then get these instructions to chase the boat! You'll definitely lose it as you have to drive away from this spot, but the rendezvous is at the warehouse mentioned previously, so get going

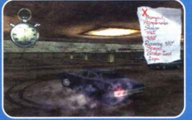
INSTANT PLAYER GUIDE

GETTING YOUR 'L' PLATES

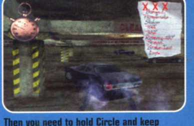
The first thing you have to do when you enter the game is pass a small, but initially tough driving test to prove you'll have all of the moves needed to be the ultimate getaway driver. You start in the underground car park with a list of objectives to complete and here's one of the better ways to do the tasks. Please bear in mind that all of these take into account the fact that you won't smash into any of the stationary cars.



The burnout is simple, all you have to do is use the Circle button to make you skid off. Then hit reverse and spin to get the reverse 180° before engaging in a quick lap around the car park



Now move into the centre of the mini-stage and put your foot down heading towards the wall. Just before you reach the final two pillars, hit Triangle and hold Right to get a normal 180° and the handbrake scrubbed



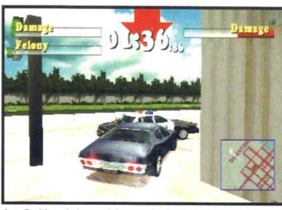
Then you need to hold Circle and keep pressing Left or Right until the 360° has gone and all that remains is the slalom. You should be getting near the end of the time limit now so be quick and you'll pass easily

FOLLOW THAT CAR

Why restrict yourself to hiding stolen cars or picking up mass murderers. The further you get, you could try ramming a police car holding your captive into submission or tailing a possible informant around the city and making sure she gets into police hands. Here's a couple of sneak looks at those stages.



On this stage, a local restaurant owner doesn't want to pay protection money, so you're hired to drive the car through all of his establishments, to show that the mob mean business



Jean Paul is a vital part of the organisation and needs to be busted out of police hands. An armoured car is carrying him across town so you have the batter the police car to a wreck so he can get out



Jesse turns out to be a bad cookie. Once she killed her man Rufus, she tries to escape via the monorail, so you have to tail it around the city and make sure you're there when she steps off to pick her up

DOES IT PLAY WELL?

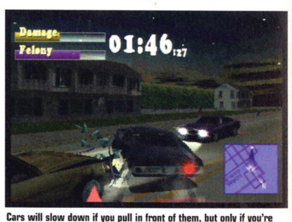
Once you've mastered the handling of the car, the sheer playability of *Driver* comes into it's own. You find yourself hurtling around corners, desperately fighting to keep control of the back end of the car while dodging in and out of the oncoming traffic.



The cities are fully functioning and run independent of you. Tooting your horn at pedestrians will have them running for cover



The computer drivers are a nightmare. They change lanes at the last minute and pull across ALL of the lanes and cut you up big style



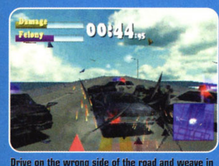
Cars will slow down if you pull in front of them, but only if you're both driving quite slowly. Otherwise it's one huge pile-up

"The atmosphere created is one of total disrespect for the law"

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE

SOD OFF PIGS!

Once the police are on your tail, then you have to get rid of them in order for you to complete the stage. So try out some of our tips to help you get rid of the Skanky once and for all.



Drive on the wrong side of the road and weave in and out of the cars. You may take a few nasty hits yourself, but the cop cars are about five times weaker and as soon as they get a few head on smashes, the sirens will wither and the car crumbles under the impact



If there's only one member of the law enforcement establishment chasing you, and you've got over 50% damage remaining, just turn around and keep driving into him. You'll always smash their cars up before yours is written off as a complete wreck



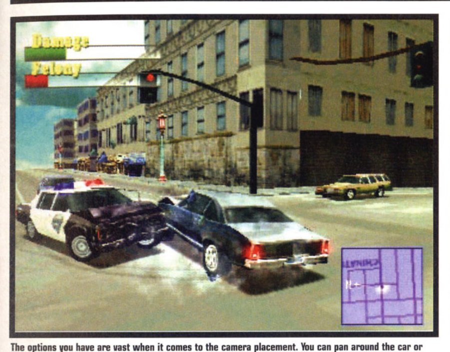
Cops on the other side of the road need to turn around, so just try out-running them. If there are barriers through the middle of the motorway or you're on a single lane carriageway you'll disappear from their radar before they get a chance to turn around and give chase



Use the barriers on the roads as potential weapons. Try and force the police into driving head on into them. You can try slowing down as they often try and anticipate your speed and smash you side on too, but that's a little more risky, especially if you're low on energy

MAKE YOUR OWN CARCHASE

This is perhaps the coolest option of *Driver*. Once you've played a mission, or cruised around town and feel that you've done enough to warrant an exciting video, you can play your skills back again and then edit the cameras to make the chase look as good as possible.



The options you have are vast when it comes to the camera placement. You can pan around the car or put it on in the street so that it stays fixed on a certain spot

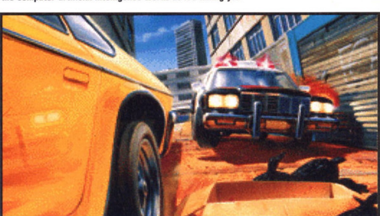


If you fancy watching through the eyes of a cop, that's not a problem either and this'll give you a good idea of how the computer artificial intelligence works as it's tailing you



Even in the face of arrest or danger, the getaway driver still managed to keep his David Hasselhoff impression running to perfection

I'd just like to take this opportunity to thank Mr Tony Cormack for giving me this boring piece of art to try and caption. Git



NOW WIN FREE COPIES

Thanks to our friends at GT we've been given five *Driver* goodie bags to give to five of our lucky readers. Included in the loot will be a copy of the game and a T-Shirt among other stuff. In order to stand a chance of bagging one all you have to do is answer this incredibly simple question:

Q. What was the film called where a cop infiltrated the mob? Was it:

a) The Blue Lamp
b) Donnie Brasco
c) The Wicker Man

If you think you know, jot the answer down on a postcard and send it to the NEW address on page 96, marked Computer and Video Games DRIVER GIVEAWAY. Thank you very much.



WHAT WE THOUGHT

FIRST IMPRESSIONS

As soon as you start you realise this is going to be excellent. You won't complete the first stage for a couple of goes but once you're piling into a four car police road blockade, you won't care. It's so easy to get into and immense fun to play, something which you don't see enough of in games these games.

THE VERDICT IS...

This is one of the best games we've played in ages. It's a breath of fresh air to the endless sequels and updates currently hogging the PlayStation. Not only that, but its difficult too, with some especially nasty time limits and middle of nowhere locations. In short, *Driver* is absolutely brilliant.



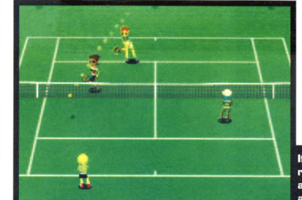
IF YOU LIKE THIS...

Then you won't need anything else. *Driver* is that good.



COST: £39.99
OUT: 18 JUN

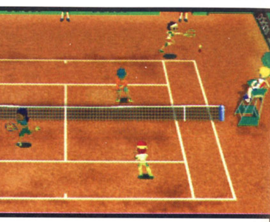
MULTIPLAYER: **YES 1-4**
COMPATIBLE WITH: **JOYPAD/ MEMORYCARD/ MULTI-TAP**



If your timing's right, smashes are rewarded with a motion trail

INSTANT WINNING TECHNIQUES

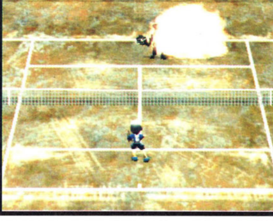
Here's a way to get yourself some early scores. Firstly, pick Renzo as he has a good all round ability at the net and on baseline. When you serve, move him to the centre of the court, continue holding that direction and hit Triangle to perform the auto serve. It'll force your opponent wide and they'll return it back to you 90% of the time. Now use Circle and aim for the opposite side of the court.



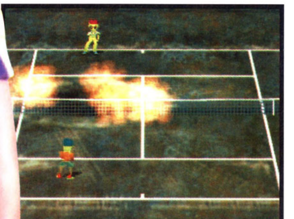
ANNA KOURNIKOVA'S SMASH COURT TENNIS

The girl who bought beauty to the moustache-laden women's tennis scene gets her own game

WORDS AND SCREENSHOTS: STEVE KEY



Cliff Richard's impromptu singing at Wimbledon didn't go down well



The longer you go without getting killed by the exploding ball, the bigger the blast radius gets. Eventually, it engulfs half the court!

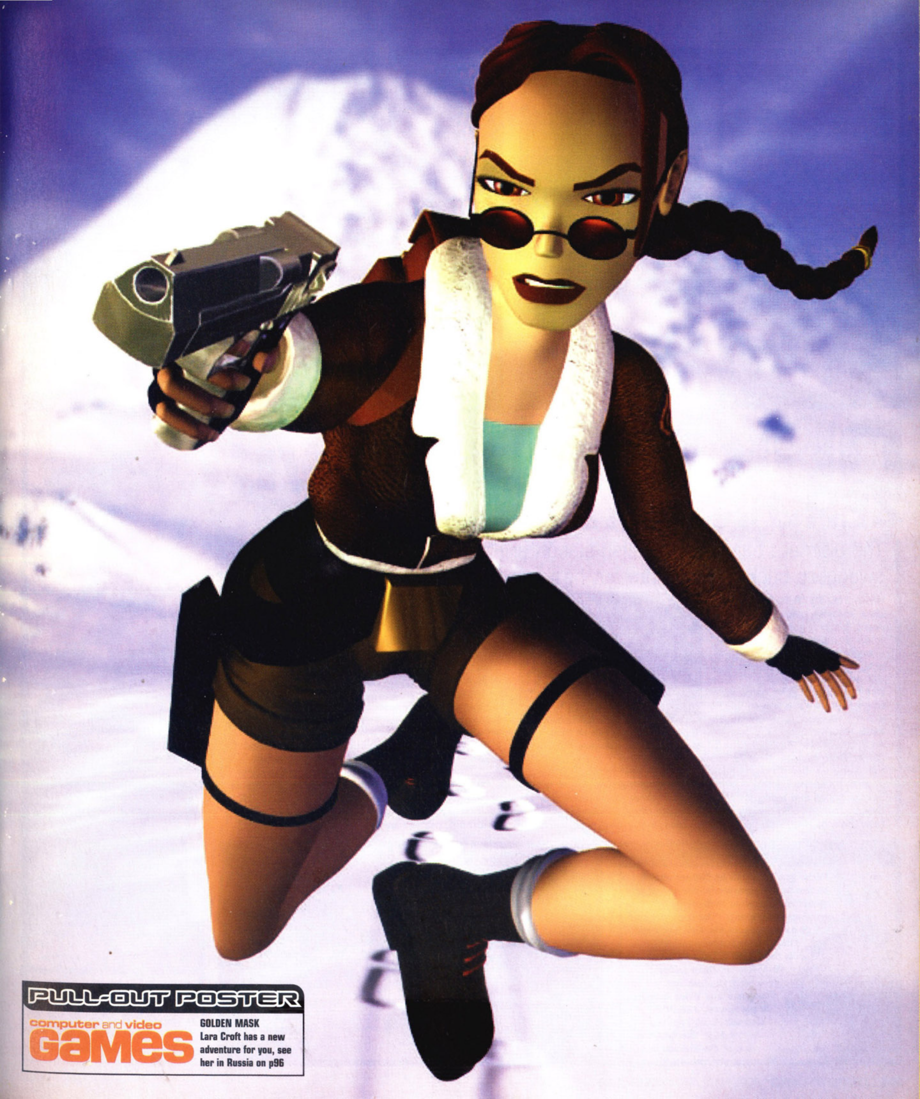
WHAT YOU NEED TO KNOW
This is basically *Smash Court Tennis* with Anna Kournikova's name thrown on the front. You pick one of 24 male and female players and compete in one of 14 different locations around the globe. These include novelty courts in places like a fun fair, Westminster and the Great Barrier Reef.

BOMB TENNIS
There is also a wacky alternative to the standard game of tennis. Called Smash Blast, it's a team battle style game for up to four people. You have five members in your team and play a singles match against the computer, only the ball is also a time bomb. Once the timer reaches zero, the ball explodes and, if your player is near, they die. The first to have all of their players killed is the loser. By the way, every time the ball explodes without anyone copping it, the blast radius gets bigger. So you have to run further away to avoid getting caught.

WORTH PLAYING?
It's not the best game in the world to look at, but it plays superbly well and is perfect for a one-set ten-minute knockabout or a five-set Grand Slam marathon evening in front of your PlayStation.

computer and video GAMES
★★★★

IF YOU LIKE THIS TRY THESE...
Actua Tennis or *All Star Tennis*. But only if you're desperate.


PULL-OUT POSTER
computer and video
GAMES
GOLDEN MASK
Lara Croft has a new adventure for you, see her in Russia on p96



COST: **£49.99**
OUT: **NOW**

MULTIPLAYER: **1-4**
COMPATIBLE WITH: **EXPANSION PAK/ RUMBLE PAK/ MEMORY PAK**

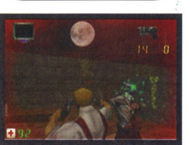


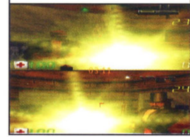
The foggy streets of Victorian London are full of staggering zombies and porker Bobbies



The enemies and sentry cannons like this are slow to turn, so keep moving while shooting!

There are Dukematch levels set in various time zones, including one called Castlemania...





DUKE NUKEM: ZERO HOUR

WORDS & SCREENSHOTS: ED LOMAS

The ultimate babe-saving, alien-slaughtering hero swaggers back to Nintendo, but he's lost his edge

WHAT YOU NEED TO KNOW
Duke Nukem's been around for years, but only got really big when he moved into the third dimension with the high-speed action shooter, *Duke Nukem 3D*. This is the second Nintendo 64-exclusive game in the series, and the first to use a *Tomb Raider*-style viewpoint.

TIME TRAVEL
As in the similar PlayStation game, *Duke Nukem: Time To Kill*, aliens are travelling around in time, capturing Earth's hottest babes and trying to destroy humanity. You've got to blow them all away with big guns while searching for bits to build a time machine. It's all fairly basic – rather like *Tomb Raider*, only with more shooting than puzzles or platformy sections.



The game doesn't run all that quickly with four players at once

PERIOD DRAMA
Each time zone has its own costumes and weapons – in the Wild West Duke wears a cowboy hat and uses a gatling-gun and TNT sticks, while in Victorian London he blows apart zombies with a shotgun. There are loads of weapons, but they aren't really satisfying to use.

WORTH PLAYING?
Zero Hour looks excellent in places and has some clever sections, but it doesn't play quickly enough. Also, there's not enough variety to make you want to see the next level and Duke's even lost his lovable, cheeky sense of humour, meaning it soon gets dull. N64 owners looking for a bit of action may find some enjoyment, but overall it's a disappointment.

WIN! DUKE NUKEM MODELS

We've got groovy Duke Nukem models to give to ten people who can tell us the classic zombie movie that originally contained Duke's quip, "I've come here to chew bubblegum and kick ass – and I'm all outta bubblegum!"

■ Send your entries by 19th July to: *Duke Nukem: Zero Hour* Competition, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first ten out of the hat will win.



Duke Nukem: Zero Hour **uses the Nintendo 64 Expansion Pak for high-resolution graphics. Unfortunately, while every-thing looks sharper than normal, the frame rate gets a bit jerkier**



★★★

IF YOU LIKE THIS TRY THESE...
Duke Nukem: Time To Kill (PlayStation), Duke Nukem 64



...and on you go
VITAMINS A-B1&6-C
ENRICHED BEVERAGE
Sunny Delight
reach for the sun



COST: £29.99
OUT: NOW

MULTIPLAYER: 1-8
COMPATIBLE WITH: MOUSE/ KEYBOARD/ JOYSTICK

MORTYR

The only chance you'll get to destroy the Nazis!

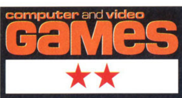
WORDS & SCREENSHOTS: STEVE KEY

VOT YOU NEED TO KNOW
Sebastian Mortyr's an ex-German soldier, now a renegade mercenary with the ability to time travel. He's gone back to World War II to stop the Nazi regime ever happening. This is where you come in: it's a first person shooter in classic Quake style, with lots of Nazis to blow away and huge levels.

ZE LEVELS GUD YA
It looks amazing in places and the gothic surroundings add to the mood and atmosphere. Weapons are true to the period, and only late in the game, once you've got into the heart of the Führer's hideout, will you see the benefits of your time travelling exploits.

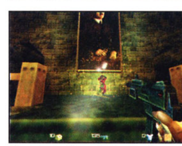
IS ZIS VERTH PLAYINK?
While it looks a million Reichsmarks, and is fun to play... it's quite bland. There aren't many enemies on the levels and you often find yourself wandering around for ages with nothing to do. It's too easy as well: you can take a lot of damage before keeling over. It's OK, but there's a big world of much much better corridor games waiting for your money.


The levels are extremely detailed



IF YOU LIKE THIS TRY THESE...
Half-Life, Quake 2, Aliens versus Predator


Recreate your own WWII in the comfort of your own home


Check out the painting on the wall


Swastikas have been changed so as to not cause offense

COST: £44.99
OUT: JUNE

MULTIPLAYER: 1-2
COMPATIBLE WITH: JOYPAD/ MEMORY CARD

EVIL ZONE

Japan-influenced fighting game blasts on to your PlayStation

WORDS & SCREENSHOTS: STEVE KEY

WHAT YOU NEED TO KNOW
Evil Zone has been a huge seller in Japan, due to the Manga style characters, and the mythical spells the fighters can pull off. It's also incredibly simple to get into, because of the limited moves and the fact that the game only uses two buttons: Attack and Block.

STAND AND DELIVER
If *Virtua Fighter* took fighting games to an initially simple level, with only one kick and punch button, *Evil Zone* goes to the Early Learning Centre. Forward and attack for example is the depth of the moves you have. You also need to charge up special attacks, which you do by holding Attack. Your energy bar will then fill up to its limit, giving you a special attack. Be warned however, you are very vulnerable in this charge position.

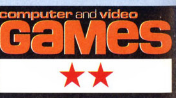
WORTH PLAYING?
For a couple of goes it is. But the trouble is, once you've seen all of the characters and their limited array of attacks, it becomes redundant. The graphics make *Evil Zone* look quite impressive and if you like Anime, you'll enjoy this. But with so many other more detailed and challenging games out there, this doesn't really stand up to the standards.


This looks suspiciously like a pentangle to us. Really, it is an evil zone

This move does little damage

To say moves are unrealistic...


Four Midori's pummel Gally from all angles. What's the bet he took one in the jewels?



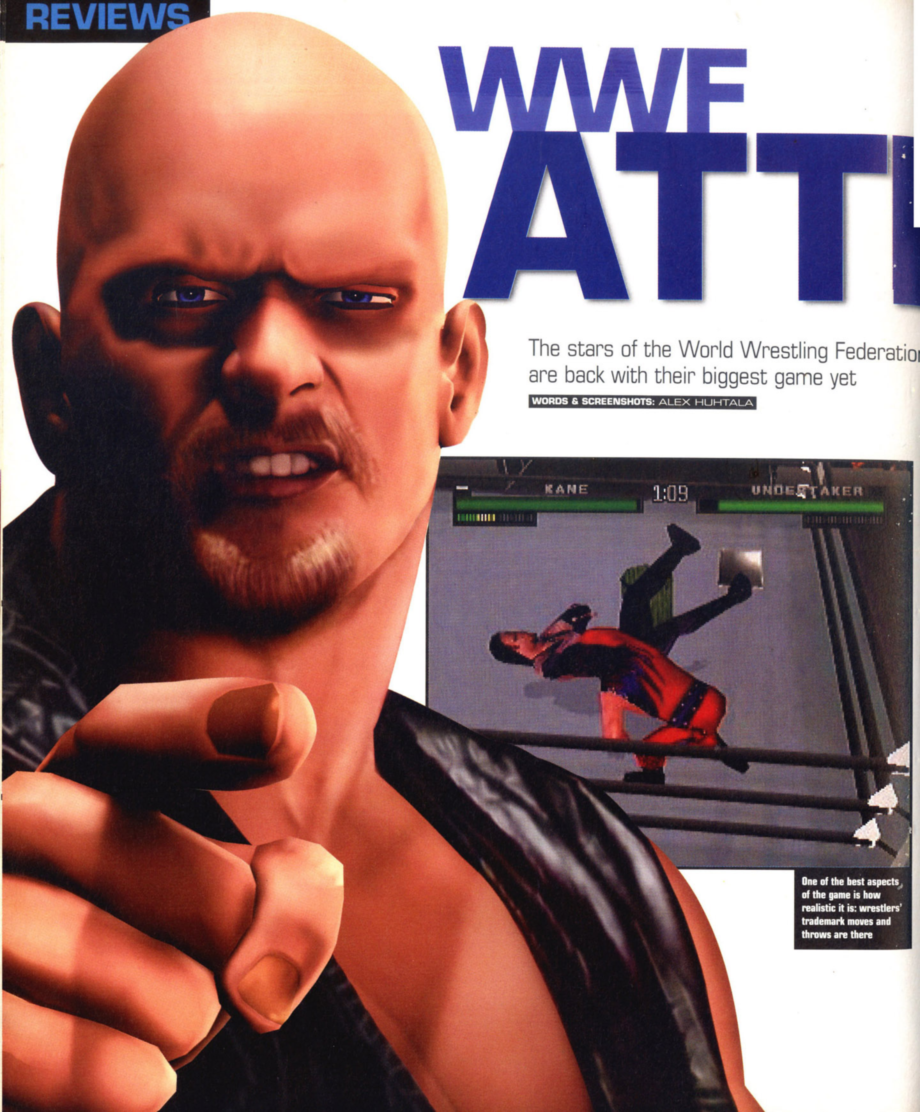
IF YOU LIKE THIS TRY THESE...
Tekken 3, Street Fighter Alpha 3, Dead or Alive


PULL-OUT POSTER
computer and video GAMES
OUTCAST One of the most long awaited PC adventure games is coming to Dreamcast

WWF ATT

The stars of the World Wrestling Federation are back with their biggest game yet

WORDS & SCREENSHOTS: ALEX HUHTALA



One of the best aspects of the game is how realistic it is: wrestlers' trademark moves and throws are there



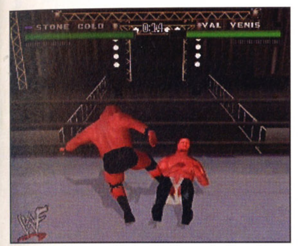
COST: **£49.99**
OUT: **JULY**

MULTIPLAYER: **1-4**
COMPATIBLE WITH: **JOYPAD/ RUMBLE PAK**

TUDE

WHAT YOU DO

The main playing time of *WWF Attitude* is spent in the career mode. Here, you pick a wrestler from the big roster of characters, and try to work your way to the top with them. You must fight on a daily basis, with the first goal to move up the rankings and compete in the bigger shows.



Like most fighting games, this has lots of moves. So, discovering them is half the fun... When you do suss them out, you'll be able to master stuff like kicking big men where it's not nice to be kicked, as you can see here

Do well enough in the career mode by beating some easy opponents, and you'll soon be entered into bigger fights. Then what you have to do to win different title belts while working your way up the rankings



The wide variety of fights adds a lot of longevity to the game. Plus they don't just take place in a ring: in a cage match, the winner is the first to climb over the side of the cage to safety, which isn't as easy to do as it sounds

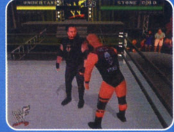
Wrestling is one of those sports that never gets shown on regular TV any more. Used to be that Saturdays weren't Saturdays without Dickie Davies, Big Daddy and a thousand whipped up grannies... Instead it's become compulsive viewing for anyone with satellite or cable TV. That means much of the UK will have never seen someone called Stone Cold Steve Austin or his cohorts fighting it out on a daily basis. So, the closest they'll get to the action is thanks to a game like this.

You don't have to be an avid follower of the WWF to understand what this game's about. Take over 40 pumped-up men (and some rather big women) who are willing to risk life and limbs in the name of entertainment. These athletes can perform outrageous moves and extract pain that wouldn't look out of place in a comic book. The best bit is you get to pick your favourite character and fight as them.

INSTANT PLAYER GUIDE

CHOOSE WHOM?

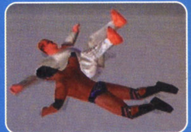
Bigger wrestlers may hit harder but they are slow when moving about the ring and throwing a punch, so they're more vulnerable to an attack. Pick a medium sized fighter until you get more used to the variety of moves, Steve Austin and The Rock are good for starters.



Steve Austin is the current WWF heavyweight champion, so he's probably the guy any fan will want to play as first. Surprise surprise, he's probably one of the best wrestlers in the game



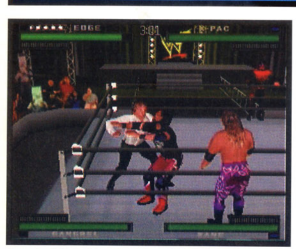
When picking a female wrestler, choose Chyna: she's massive, bigger than most men and isn't usually allowed in a ring with other women, which is why it takes two of them to slow her down here



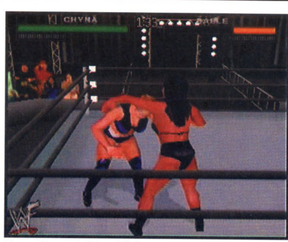
The Rock is the main rival for the heavyweight championship. He's a very strong athlete, who's quick and has a vast array of moves. As a general rule of thumb the blokes who wear just pants are better

THE WRESTLERS

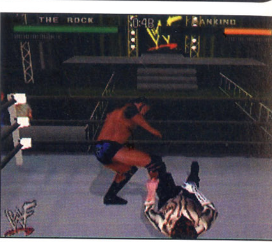
This game has the biggest selection of fighters ever seen in a WWF game, and now it also includes the female stars. Unfortunately as the game's been in development for over a year, some new stars aren't included. Plus, some allegiances have changed and some wrestlers have since discovered new looks.



Gangrel and Edge of the Brood take on X-Pac and Kane in a tag team match. To a casual passer by all this must seem very strange



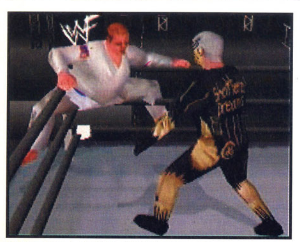
Chyna, who usually fights with the men, has a go at Sable. (Sable is more usually seen posing for Playboy.) We're not making this up!



The Rock lays the smack down on Mankind, seen sporting his new homemade referee shirt, and his Mr. Socko hand puppet

HOW TO START A FIGHT

Like most fighting games, you need to have nimble fingers and a good memory to handle the button combos that will pummel your opponent. It's very easy to kick and punch, but if you want to do something more fancy, you better remember some moves.



Shattered Dreams is Goldust's finishing move: it involves a foot, a groin and much wincing in pain. Please, try this at home!



Steve Austin's Stone Cold Stunner. It looks like he's sitting down, but he isn't... it looks much better when it's animated

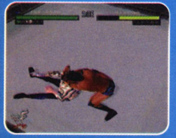


Val Venis' Money Shot finishing move, he stands on the corner, gyrates rudely, and then launches himself on to his opponent

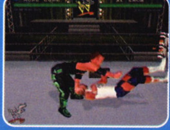
INSTANT PLAYER GUIDE

DO MORE DAMAGE...

It's easy to perform simple kicks and punches but to win a bout quickly you need to know which moves are best. Arm and ankle locks are good at reducing energy bars, making pins easier, but a variety of moves is the key to success.



Choke holds are an easy way to eat into your opponents health bar. If you knock someone on to the canvas, make sure you follow-up the attack



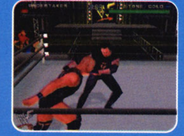
Throws knock the wind out of fighters: they might be concussed for a few seconds, or open to attacks while taking a few seconds to get up

NO FANCY MOVES

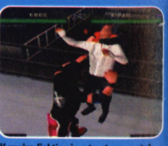
Jumping off the top of the ropes to trample your opponent below may look good but is incredibly risky. If you miss, your wrestler could be stunned for a few seconds. Each wrestler's finishing move can also be dangerous as they require long combos and leave you open to an attack.



If you climb on to the corner ropes and decide to dive on an opponent, make sure they're not going anywhere first. Attacks like this are best when your rival has little or no energy left



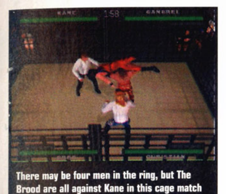
Throwing your opponent into the corner of the ring stuns them, leaving them open to some very heavy attacks. It's an easy move especially if you have a bigger wrestler



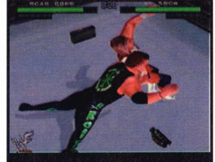
If you're fighting in a tag-team match, keep an eye on what's going on outside the ring as well as in, or you might be attacked from the outside like Gangrel, who's being choked by Kane

DO WHAT YOU LIKE

There are lots of different modes in the game, so when you get bored of the action you can either pick a fight with different rules, or create your own. Standard wrestling relies on your opponent being beaten if they're pinned down for a count of three, this game gives you plenty of options to change that.



There may be four men in the ring, but The Brood are all against Kane in this cage match where the winner is the first to draw blood, shouldn't be a problem for Kane though



Al Snow fights Road Dogg, in a no-rules Hardcore match, you can use any objects in the ring as a weapon against your opponent, but these fights usually finish outside

BE CREATIVE

If none of the wrestlers of the WWF appeals, then you can invent your own. The create wrestler option allows you to choose the fighters' look, as well as their moves. Assign them a theme tune and name and you're ready to let a brand new wrestler wreak havoc in the ring.



Our first creation is Errol 'One Eye" Pirate, a real fan favourite and best mates with Steve Austin, they even share the same intro music.

WHAT WE THOUGHT

ARE YOU A FAN?
If you like wrestling and the WWF, chances are you'll rush out and buy this game regardless. As a wrestling game it's great fun, and if you are a fan, then you'll really enjoy this.

GRAPPLERS
There are lots of fighters in *Attitude*, but their abilities aren't that different from each other, fighters share lots of the same moves... Moves are tricky to pull of, and require practice.

LOTS TO DO
There are lots of different options to play with and creating your own fights and wrestlers adds to the longterm appeal of the game. Providing you've got the friends who are good enough to challenge you, this can be a fun multiplayer game.



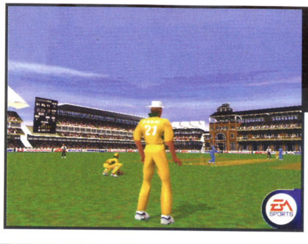
IF YOU LIKE THIS TRY THESE...
WCW/NWO Revenge (N64)
WWF WARZONE (PS)



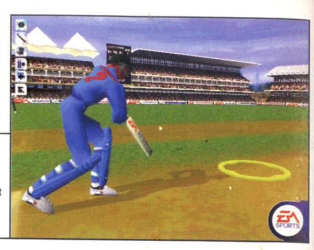
PC CD ROM

COST: £29.99
OUT: NOW

MULTIPLAYER: 1-2
COMPATIBLE WITH: JOYPAD/ KEYBOARD/ MOUSE



The excellent animation and smooth 3D graphics look very realistic



To get the left-handed batsmen, you must get the free add-on

CRICKET WORLD CUP '99

This year's World Cup in England was the biggest cricketing event ever, and thanks to video games you can be part of it

WORDS: ED LOMAS **SCREENSHOTS:** EA SPORTS

WHAT YOU NEED TO KNOW

The recent *Brian Lara Cricket* game is currently the only simulation of the sport worth playing, but EA Sports (the massive label behind *FIFA Soccer*) is taking it on with the full force of the official World Cup '99 license. All the players who are in the real tournament, all the real grounds and a top-quality commentary from cricketing legends, Richie Benaud and David Gower, mean that it's really going to appeal to fans.

BALL CONTROL

Cricket World Cup '99's control method is unusual, but after some practice it makes sense. To bowl, you set where you want the ball to bounce, then adjust swing or spin, and set its speed on a power meter. Although the other player can see what settings you're using, it's possible to suddenly switch speed or line to throw them off balance. Batting is slightly stranger, with an aiming "cone" which you rotate to choose where you want to hit the ball before pressing a button to time your shot perfectly.

The controls look complicated, but you can soon work them to your advantage...

HIT FOR SIX

One thing you can't do in *Brian Lara Cricket* is move your batsman down the crease to an incoming ball, but *World Cup '99* allows this. Normally it would be a good feature but by coming forwards to where the ball is going to bounce and performing a big hit, you can score four almost every ball. Most human opponents will find a way to stop you, but the computer players allow runs to be scored like this most of the time.

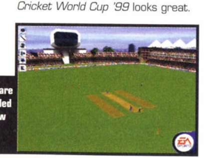
BEAUTIFUL SHOTS

Cricket World Cup '99 looks great. All the presentation is easy to use, looks very official and the player animations are fantastic. The grounds are impressive too, though Canterbury's famous oak tree within the boundary is strangely missing. In the replay mode you can pick the perfect camera angle.

WORTH PLAYING?

The most spectacular cricket game yet, but not perfect. The control system takes learning and isn't as instinctive as *Brian Lara Cricket*'s. Also, there are some cheesy tricks which can be used to gain easy runs against certain opponents. Don't just watch the Cricket World Cup this year, play it yourself.

"The most spectacular cricket game yet"



The grounds are all very detailed and don't slow the in-game action down



★★★★

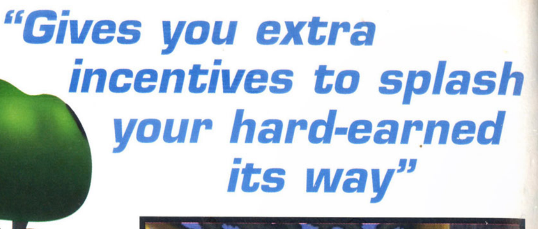
IF YOU LIKE THIS TRY THESE...
Brian Lara Cricket, International Cricket Captian 2



COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **NO**
COMPATIBLE WITH: **JOYPAD/ MEMORY CARD/ DUAL SHOCK**

Croc romps around the mandatory platform game snow level





CROC 2

Forget the cute image for a moment and you'll find a very playable game itching to get out

WORDS & SCREENSHOTS: STEVE KEY

There are loads of perilous platform antics for the little lizard guy

It's cutesy good fun, but even jaded 'serious' gamers should raise a smile or two

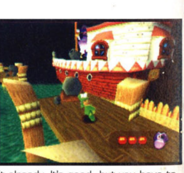
WHAT YOU NEED TO KNOW

Croc was a very successful platform game, and has since done even better thanks to its Platinum release. The sequel is essentially more of the same – classic jump here, collect this, bounce on this thing's head gameplay you get with platform titles – yet it adds lots to the original format to give you extra incentives to splash your hard earned its way.

HOW IT WORKS

In the first game you had to find out about the legend of the Gobbos, who are small furry creatures. But this time they're on your side. As you travel around the island running into Gobbos, they'll talk to you about a bit of trouble they're in. This usually involves you entering a level to find a lost friend or recover an item of value. These sub-levels vary in size and can be a bit linear at times, but generally they work well.





WORTH PLAYING?

It's certainly worth a go, especially if platform games are your bag, as it's challenging and works well with an analogue pad. Sometimes it can prove to be too frustrating when you fall into the lava for the tenth time and have to run through it all again. You can only take an initial three hits, then it's back to the last point you saved. That is until you've found the heart potions. If you play it long enough to get an extra four or so of those, then you're well into it already. It's good, but you have to put the time in.



IF YOU LIKE THIS, TRY THESE...
Crash 3: Warped, Gex: Deep Cover Gecko



WORDS & SCREENSHOTS: ED LOMAS

LEGEND OF KARTIA

Paul Daniels can do some pretty cool magic tricks with a pack of cards, but he's got nothing on this lot





COST: **£44.99**
OUT: **NOW**

MULTIPLAYER: **NO**
COMPATIBLE WITH: **MEMORY CARD**

WHAT YOU NEED TO KNOW
The Legend of Kartia is a Role Playing Game (RPG) with a strong emphasis on magic. The Kartia are magical documents which allow certain characters to create monsters, call upon the elements to cause damage, and even go and create combinations of spells to get the desired effect. There's also plenty of hand-to-hand combat with armies of monsters and various storylines to follow as you play.

THAT'S MAGIC
Using magic during a battle is fairly simple with *The Legend of Kartia*'s menu system. The different types of spell are grouped together and each has a description to explain what it does, and what is required to perform it. Also, a diagram shows what kind of area it will affect, which is a nice touch. You can even blend magic together, which adds a bit more strategy and scope for experimentation.

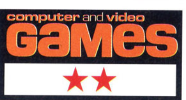
WORTH PLAYING?
The storyline is fairly standard RPG stuff, with oppressed civilians, rogue leaders, princesses, heroes, monsters and all the rest. It's not presented brilliantly, and the translation also makes things slightly confusing. It's got plenty to it but even though the battles move quickly, the talking scenes are very dull and slow-moving. RPG fans will enjoy themselves, but newcomers won't find anything to interest them.



The Forbidden Kartia has the power to destroy all life



The magic menu shows what Kartia you have available, and lets you see exactly what each spell will do. This is a handy feature



★★

IF YOU LIKE THIS TRY THESE...
Vandal Hearts, Final Fantasy VII

NBA PRO '99

NBA's finest pros are made to look geriatric in this slow basketball simulation

WORDS & SCREENSHOTS: ED LOMAS

PlayStation

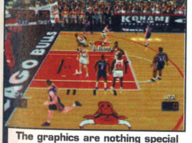
COST: **£44.99**
OUT: **NOW**

MULTIPLAYER: **1-4**
COMPATIBLE WITH: **MEMORY CARD/DUAL SHOCK/ MULTITAP**

WHAT YOU NEED TO KNOW
There are loads of NBA games on just about every games machine because basketball is so popular in the USA. They're never massive sellers here, even though the sport should, in theory, make a great video game.

AGAINST THE CLOCK
What makes basketball so thrilling to watch is the non-stop pace of the action: every second counts. So *NBA Pro '99* is very disappointing because it's so amazingly slow. Even with the 'sprint' button, the players look like they're moving through syrup... Slow motion-captured animation makes it even worse.

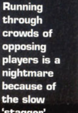
WORTH PLAYING?
No, not really. No game's managed yet to capture the turbo thrills of the NBA in a game perfectly (the bizarre *NBA Jam* games have got closest, although they're not in any way realistic). There are still plenty of games that are a lot better (and more fun) than *NBA Pro '99*.



The graphics are nothing special







Running through crowds of opposing players is a nightmare because of the slow 'stagger' animation

computer and video
Games

★

IF YOU LIKE THIS TRY THESE...
NBA in the Zone, NBA Jam, NBA Live '99, Punching yourself

LONG TERM TESTS

WIPEOUT 64

CONSOLE:	**NINTENDO 64**
COST	**£44.99**
MULTIPLAYER:	**1-4**
COMPATIBLE WITH:	**RUMBLE PAK, MEMORY PAK**



This game made PlayStation cool: is it better on Nintendo?

WHAT IS THIS '*WIPEOUT 64*'?
It's a future racing series, with floating ships armed with homing missiles, mines, and stacks of power-ups. 15 pilots race at once around twisty circuits at huge speeds, battling to place to make it to the next race.

DUH, DID I MISS 63 OTHERS?
It's '*Wipeout 64*' because it's on Nintendo 64. The original *Wipeout* was released for PlayStation at launch, and *Wipeout 2097* followed a year later. I've played them loads, and this Nintendo 64 version has kept me playing for months already.

WHAT MAKES IT SO GOOD?
The game has a brilliant style, with logos and funky graphics. Cool dance music adds to the atmosphere. Because the ships move at insane speeds, they're great to pilot well. You can't beat the buzz of flying along, techno music blasting out, weaving in and out of other ships while trying to missile the race leader.

I'VE GOT RACING GAMES...
But this isn't like the others in your collection. The ships don't handle like cars, and they don't even handle like the few other futuristic racing games. You get an instant adrenaline rush you need to keep up if you're going to keep your concentration.

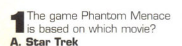
IT'S GREAT IN MULTIPLAYER MODE, RIGHT?
Not really. With two players it's not too bad, but the four-player split-screen has severely pruned graphics which make it very hard to see what's going on. Settle for one-on-one races if you have something to prove. And the one-player challenges will keep you playing for months to come.

ED LOMAS

WIN £100

TO SPEND ON WHATEVER YOU WANT

Answer these ten questions and you could have £100 to spend on games, hardware or whatever you like. If you need any help with some of the answers, try looking through Computer and Video Game's review section. Good luck



1 The game Phantom Menace is based on which movie?
A. Star Trek
B. The Matrix
C. Star Wars: Episode I

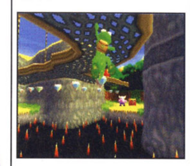
2 What's this?
A. A small football
B. A sheep's eye
C. A Game Boy camera



3 At time of writing, who's WWF World Champion?
A. The Rock
B. The Undertaker
C. Stone Cold Steve Austin

4 What rating did Smash Court Tennis get?
A. ★★★
B. ★★★★
C. Neither of the above

5 Look carefully, what page is this screenshot from?
A. 24
B. 34
C. 44



6 In the Wild West, what sort of gun does Duke Nukem have?
A. Water pistol
B. Gatling-gun
C. Shotgun



7 In which country is the game Driver set?
A. Australia
B. America
C. Afghanistan

8 What's Anakin's slave master called?
A. Darth Vader
B. Qui-Gon
C. Watto



9 How many tracks does Ridge Racer Type 4 have?
A. 8
B. 18
C. Unlimited

10 When is Mortyr out in the shops?
A. Now
B. Anyone's guess
C. October



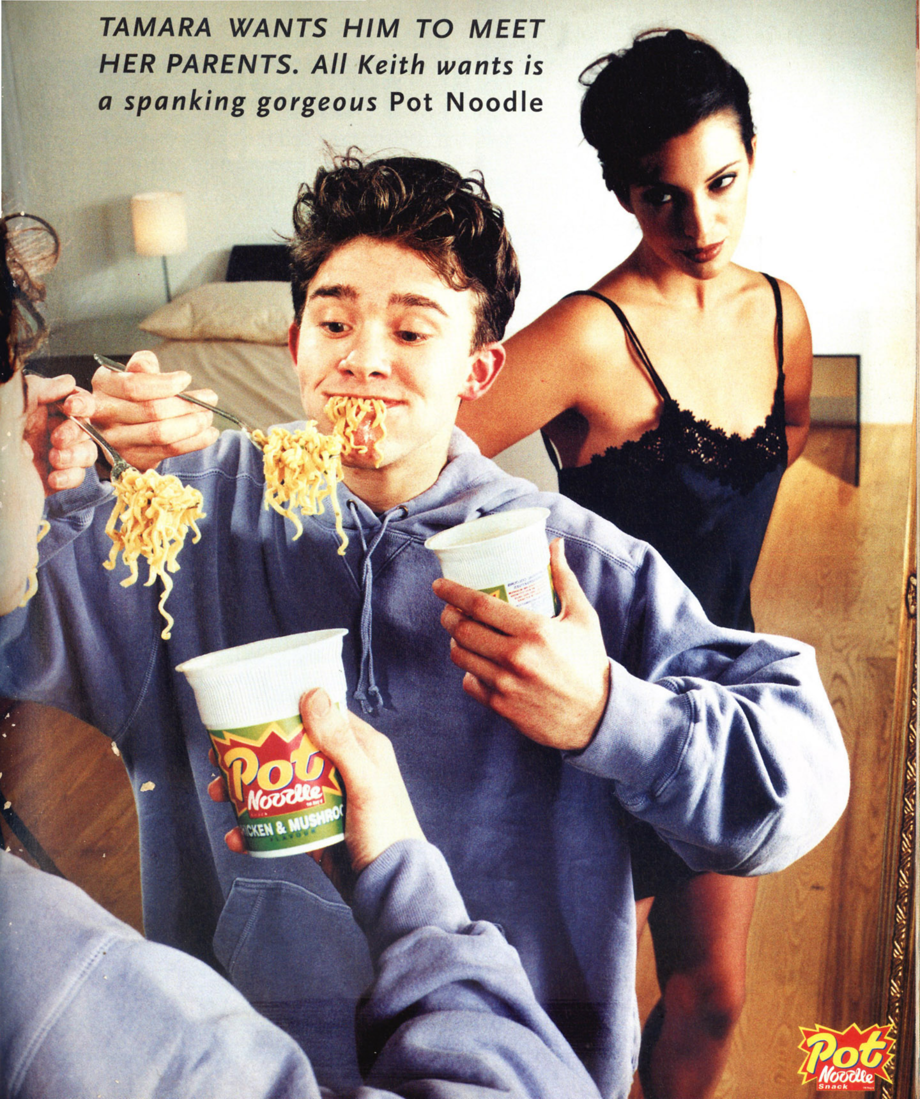
IT'S EASY TO ENTER

All you've got to do is fill in your answers below, cut the coupon out, bung it in an envelope and post it to us at:

Win Some Money, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP.

The first correct entry out of the hat wins. Entries must be in by: 15th July 1999.

1. ....
2. ....
3. ....
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5. ....
6. ....
7. ....
8. ....
9. ....
10. ....


TAMARA WANTS HIM TO MEET HER PARENTS. All Keith wants is a spanking gorgeous Pot Noodle
Pot Noodle
Pot Noodle Snack



COST: £19.99
OUT: NOW

MULTIPLAYER: 1-2
COMPATIBLE WITH: DUAL SHOCK/ STEERING WHEEL

GRAN TURISMO

Looks like real footage of the coolest cars and drives like the real thing. It's *the* driving game **WORDS:** PAUL **SCREENSHOTS:** ED

WHAT YOU NEED TO KNOW
Gran Turismo is generally accepted as *the* racing game, and now you can have it for a bargain 20 quid. You get 160 of the world's hottest production cars to tune and race. They're the best-looking cars in any game, and they handle like a dream.

REAL SATISFACTION
You need to get used to the way a car handles before getting cocky in a race, and all 160 cars behave differently. Getting the best from them takes work in the garage, using tuning parts bought with money earned from winning races. This cash is also used to buy those special cars you've set your heart on.

GET THAT LICENSE
Rewards in *GT* aren't based on simply coming first in a race – you need to earn the right to compete in the first place. Difficult license tests stand between you and qualifying for all the big prize competitions, where the coolest cars are waiting. Anyone after a quick buzz should look to one of the arcade-style racers instead.

WORTH PLAYING?
Yes it is, simply because you can do so many things with it. It's not the most fun racing game, but it's easily the best game about racing.

SICK AS...

The guys who made *Gran Turismo* all own cars featured in the game. Seems like the ideal excuse to impress the ladies. Thing is, the team are all banned from driving in case they come a cropper and the next game doesn't happen. Sick or what! Haha.



Powersliding around corners feels very different in *Gran Turismo*, compared to the arcade-style of *Ridge Racer*. You also have to watch out for wear and tear on the car, so you may not always want to drive hard

Overtaking in this game isn't as simple as bashing your way through



You spend a lot of your time watching the replays after each race. It tends to make you drive with more style

computer and video Games ★★★★★



COST: £19.99
OUT: NOW

MULTIPLAYER: NO
COMPATIBLE WITH: MEMORY CARD

FINAL FANTASY VII

This role-playing-game took more money than the movie Titanic in its opening weekend. It's *that* big **WORDS AND SCREENSHOTS:** PAUL DAVIES

WHAT YOU NEED TO KNOW
You control a soldier named Cloud, who has a mysterious past. In the course of his adventure, Cloud teams up with a cast of interesting characters and does battle with hundreds more. The game plot, direction and presentation take *Final Fantasy VII* beyond anything you're used to.

ROLE-PLAYING: THE TRUTH
Warning, Final Fantasy isn't so easy to get along with. It's all about choosing the right course of action for a party of adventurers, and plays like an interactive story. All fights with enemies, no matter how impressive, are driven by a menu system. *It's surprising how involving this can be.*

WORTH PLAYING?
Those who stick with it claim *Final Fantasy VII* to be one of the PlayStation's finest games.

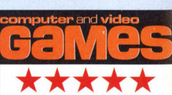


Even the girls get stuck in when there's a battle!

The first time the girl of your dreams shows up



We hadn't seen special effects as cool as these until *FFVII*







COST: £19.99
OUT: NOW
MULTIPLAYER: **1-4**
COMPATIBLE WITH: **MULTI-TAP**

FIFA '98: ROAD TO WORLD CUP

You knew there was going to be another version within months, but thousands bought it anyway

WORDS: PAUL **SCREENSHOTS:** ED

WHAT YOU NEED TO KNOW
Near as damn it the same as *FIFA '97*, with a World Cup option bolted on and a 'tricks' button. Not very inspiring. We only scored this two out of five. Play as a Premiership team, even make them perform better if you believe this is possible.

ONE BUTTON SKILLS
The *FIFA* series has always been about flashy presentation. This time around we get impressive skills at the press of a shoulder button. Tap it once and your player will swerve; twice and he'll hop over the ball to confuse the opposition.

SWEET SPOTS RUIN THE GAME
As with every *FIFA* you can get away with scoring some easy goals. Once you've found the sweet spots, you wind up falling back on them every time when your game is looking bleak. If you're playing against a friend, all this means is that you're asking for trouble.

WORTH PLAYING?
Though it tries desperately to impress, we just don't see why anyone would choose this over the far superior *ISS Pro 98*.



You can often foul and not get booked



Animation is always superb in *FIFA*



Free kicks aren't so easy to fluke

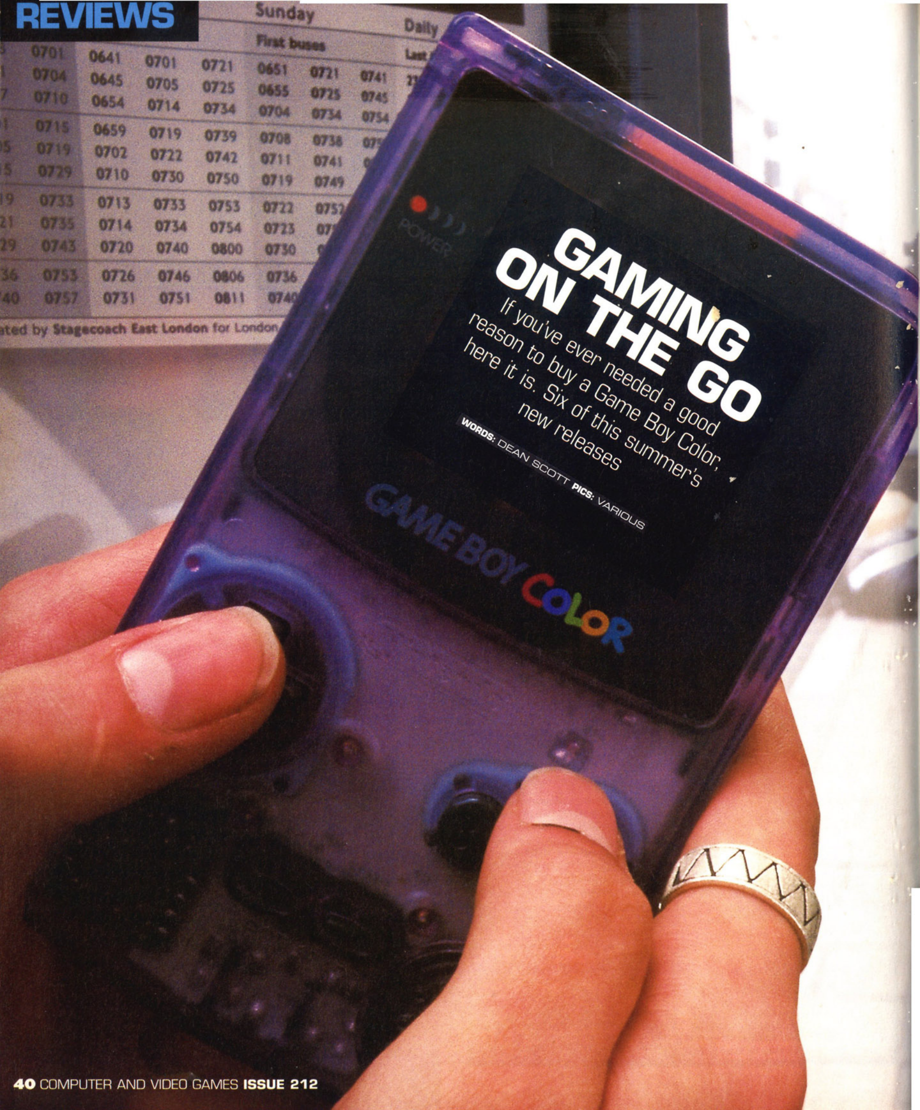
STUFF THAT SELLS...

Doesn't matter what we say about *FIFA* games being bad for you, loads of people still go out and buy them. Here are five more top-sellers that defy all reason.

1. **The Steps album**
2. **Sunny Delight**
3. **Tickets to Maine Road**
4. **Ford Mondeos**
5. **Kebabs**

computer and video GAMES





GAMING ON THE GO

If you've ever needed a good reason to buy a Game Boy Color, here it is. Six of this summer's new releases

WORDS: DEAN SCOTT **PICS:** VARIOUS



COST: £19.99
OUT: NOW
MULTI-PLAYER: YES

WWF ATTITUDE

Pretend to hit me! I'll pretend I'm hurt!

WHAT YOU NEED TO KNOW

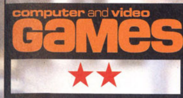
Real life wrestling boils down to a bunch of blokes and a few muscular women in leotards slapping each other about. Video game wrestling is potentially a lot of fun, because you tend to punch your opponent about until his lungs fall out.

BAD ATTITUDE

WWF Attitude falls short of fun by a long way. Every match descends quickly into a 'let's see who can hammer the buttons the fastest' competition. The graphics are cool, but you don't feel involved in the on-screen action.

WORTH PLAYING?

All the stars are in there, with a selection of special moves and match options. But even die-hard fans will be disappointed at this effort.



■ **Could have been good but isn't. Better off with one of the other games here**





COST: £29.99
OUT: NOW
MULTI-PLAYER: YES

TOP GEAR RALLY

Feel the rumble in this rally racer

WHAT YOU NEED TO KNOW

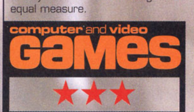
Top Gear Rally allows you to thrash brilliantly caricatured rally cars around in the mud. Start with two cars, win races, get more cars, more tracks...you know the formula.

CRASH AND GET BURNED

Opposition cars sit squarely in the centre of the road making overtaking tricky and just one mistake blows any chance of winning. A built-in Rumble Pak also judders as you struggle for grip on the raking bends.

WORTH PLAYING?

Spite these flaws *Top Gear Rally* succeeds. Hidden tracks and cars add to the lure and the fact that nothing less than perfection will win a race makes victory all the sweeter. You get frustration and joy in equal measure.



■ **Comes with built-in Rumble Pak, shakes in your hand when you lose it on corners**





COST: £19.99
OUT: NOW
MULTI-PLAYER: NO

OBELIX

Frenchmen go on a Roman-spanking world tour

WHAT YOU NEED TO KNOW

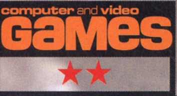
Nobody likes the Romans, least of all our French cartoon chums Obelix and Asterix who take pleasure in punching them firmly into the sky. Our heroes also get to play rugby in this left-to-right trek across the Roman Empire.

FLATTEN LATINS

Sadly, it's all a bit samey. There are Italians aplenty, all ripe for a hiding, but both characters seem to suffer a lack of agility. Attacking options are a bit limited, and dying sends you right back to the start of a level. Infuriating.

WORTH PLAYING?

It's French but don't expect any Gallic flair or passion with this pocket-sized game. You get a competent platformer livened up with the occasional clever sub game. Fans might get a kick out of it, but otherwise there's nothing to get over excited about.







COST: £19.99
OUT: NOW
MULTI-PLAYER: NO

MAYA THE BEE AND HER FRIENDS

Bugs wanted to save hive. Apply within

WHAT YOU NEED TO KNOW

Spiders, ants and termites ignore their natural urges to bite each others' heads off and gang up and take over a bee hive. Two bees and a grasshopper come to the rescue, sparking off some competent platform puzzle action.

CHECK OUT THE TALENT

Maya flips switches. Willi gets thrown around and lets people stand on his head. Flip, the grasshopper jumps and does a neat trampoline impression. Free caged bees by combining the talents of the trio, usually by pulling a hard to reach lever.

WORTH PLAYING?

The insects are a tad sluggish going about their business, and it's a very tricky game in places. It's playable enough, just don't expect anything too hot.



COST: £19.99
OUT: NOW
MULTI-PLAYER: NO

LUCKY LUKE

Cowboy has a strange definition of luck

WHAT YOU NEED TO KNOW

Our lucky hero gets to round up escaped convicts in an enjoyable side-scrolling platform affair. Various sub games break up the main action, offering you the opportunity to shoot bottles, ride horses and leap around on the top of a stagecoach.

SIGHTS AND SOUNDS

The cartoon graphics are among the best yet squeezed onto that small screen, and the music is suitably Western too. Flaws? It's initially tricky not to blow yourself up with the dynamite and the baddies' bullets can be tricky to see. Shoot them first, and laugh when their trousers fall down.

WORTH PLAYING?

Sick of waiting for *Wario Land 2*? *Lucky Luke* is a playable and challenging mix of game styles and will serve you well in the meantime. Give it a try.





COST: £19.99
OUT: NOW
MULTI-PLAYER: YES

BUST-A-MOVE 4

Classic puzzler thinks small

WHAT YOU NEED TO KNOW

Bring down a cluster of marbles in the sky by firing similarly coloured marbles from a catapult. Link three or more marbles of the same colour together and they disappear. You win by clearing the screen, or lose if the cluster expands and blocks the catapult.

LIFE THREATENING

Bust-A-Move is a long established classic. This game plays beautifully and the two player mode magically turns your best friends into enemies. Differently coloured marbles can look similar under weak lighting though, so sit somewhere bright and be prepared to kiss your life goodbye.

WORTH PLAYING?

It's great but ultimately similar to its predecessors. If you've never played a version before you're in for a treat. You won't be able to stop until your eyeballs dry up.




PULL-OUT POSTER
computer and video GAMES
DRIVER smashes its way onto your PlayStation on page 18. Now floor it, the cops are coming



COST: **£44.99**
OUT: **JULY**

MULTIPLAYER: **1**
COMPATIBLE WITH: **JOYPAD/ MEMORY CARD/ DUAL SHOCK**

TWO PLANES

Soul Reaver takes place on two planes. One is the spectral and the other is the material plane. Basically, when in the spectral plane time is frozen and you can't pick anything up. In this plane you have to collect souls to give you energy to morph to the material plane, where the bulk of the action takes place.



To begin with, the only time you can switch from spectral to material is when you locate a portal. The first is already live but the others have to be turned on by you



Once you have the 'shift at any time' spell in your arsenal, it's worth noting that unless you have a full energy bar you won't be able to cast it



And here is Raziel tucking into a nice soul to top his energy. He pulls down the scarf covering what remains of his neck and absorbs the soul into his upper body

Skewer people like kebabs and steal their souls. All before breakfast

SOUL REAVER

WORDS & SCREENSHOTS: STEVE KEY

Imagine this as a tiny family tree. Kain is at the top and under him are all of his minions, one of which is Raziel, the central character to the game. One day, for whatever reason, he grows wings. Kain gets a bit miffed by all this and throws him into an eternal vortex, melting his skin and wings in the process. When Raziel wakes, his wings barely work, he has no jaw and is generally a complete mess.

This is where your journey through *Soul Reaver: Legacy of Kain* begins and Raziel seeks his bloody revenge on Kain.

INSTANT PLAYER GUIDE TURN OVER TO FIND OUT

SPELLS

In order to get yourself a spell, you must find the glyphs which give you the ability to cast them. These are obtained by solving some of the tougher puzzles in the game. One of the first spells you'll get is the sunlight glyph, which stuns everyone in the room by filling it with bright light. Others will soon become available.


This screen is where you select your spells. Press select to call it up and then choose an icons and hit Square to activate it


This is the sunlight glyph in action. The blinding flash of light is what stuns the enemies so all you have to do now is finish them off


Although not strictly a spell, the soul reaver is a weapon that has magical properties. However, you need full energy for it to work

ABILITIES

Raziel has to learn lots of abilities too. These are much more important than the spells because without some of them, you'll not be able to get through all the stages. You start being able to do nothing, having to learn skills as you progress and through time you'll pick up basic traits that enable you to climb walls, pass through gates and swim without melting.


This is the Skinner boss, and defeating him rewards you with your very first ability, the skill to pass through gates


Next, you learn the simple power to scale walls. The only surfaces you can climb are those with flat looking textures


You have to learn the ability to swim too, otherwise every time you try and jump into the water, you'll start to burn and melt

"When Raziel wakes his wings barely work, he

INSTANT PLAYER GUIDE

KILLING THINGS

Killing the enemy in *Soul Reaver* isn't as simple as slashing them with your claws. In fact, you can't even kill people like that. So what are the most useful ways to finish off the enemy? Read on...


To kill rival vampires you first have to whack them until they're stunned or dazed. They'll be a blood red colour if they are. Then, depending on what weapon you're carrying, you can finish the job


If you're packing this dart you hold Triangle and throw it at them, so that it sticks through their hearts. Or you can get up close and press Triangle to skewer them above you


Lobbing the torch at stunned enemies engulfs them in flames. Now watch as they struggle in vain and writhe in pain before the soul exposes itself to you. The only downer is that the torch goes out after this



YOU'RE OUTTA HERE

Until you find some decent spells and weaponry, Raziel has to make do with his bear hands and his initiative. You'll usually find enemies located near certain level obstacles that can help you to kill them, like fire or water pools. All that remains is for you to introduce enemies to said elements.



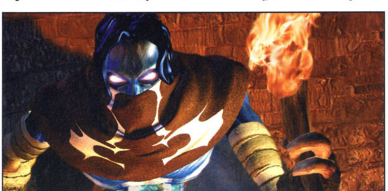
Into the drink you go my son. All you have to do now is hold the R2 and L2 to see Raziel's view...

And watch the git burn! Or frazzle or whatever you want to call it. Either way, there's a nice fizzing noise



By watching the excellent intro, you'll see how Raziel went from being a normal looking vampire, if there is such a thing...

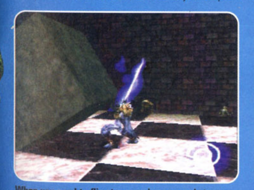
...to the wasted version you see here. He has no jaw and no stomach. All you see is his spine



has no jaw and is generally a complete mess"

CONTROL SYSTEM

There are many more moves to Raziel than meets the eye. Here are a couple of pointers you may want to take into account if you get stuck or are facing a dilemma on how to solve one of the puzzles. Remember, this is only a couple of tips to get you started as there are more.



When you need to flip stones or boxes or whatever, you should walk up to the side and hold L1, the crouch button. Now when you press Square, Raziel will flip the object over. If it's next to another object of the same height he'll move one on top of another



The training mode at the start will tell you how to use your withered wings, but it's worth remembering that if you happen to fall off a particularly high ledge that another tap on the jump button to extend them can stop you falling all the way down to the bottom of a stage

WHAT WE THOUGHT

FIRST IMPRESSIONS

Soul Reaver is a superbly polished game, with some slick presentation. The intro sequence tells the story in a simple enough way to understand fully what's going on. Raziel is a little fiddly to control at first, and it takes a little too long for the game to really get going. It gets there in the end though.

LOOKS CAN BE DECEIVING

On the face of it, *Soul Reaver* looks amazingly atmospheric, but dull. The thing is, because it looks like it does you tend not to notice if there are some barren stages. The enemies get more pleasing to the eye and tougher too, which is good because the challenge remains constant. Some of the puzzles are very tough and will almost definitely have you tearing your hair out until you've worked out the incredibly simple solutions.

THE VERDICT IS...

A bit hit. This deserves credit for being a real sequel rather than just an add on to the previous game, *Legacy of Kain*. It's better looking than *Tomb Raider* and has much more going on than some of the Lara games. It's really creepy too and you panic when you see a creature and start slashing wildly to kill it as quick as possible. You almost get the shivers...



IF YOU LIKE THIS TRY THESE...

Tomb Raider III, *Legacy of Kain* or *Castlevania* for similar storylines

THE NEXT

WEEK 1
June 16-22

16th - 20th June
ALTON TOWERS
If you need any sort of excuse to spend a day at the theme park, the BBC are filming The Worlds Strongest Man. **Call 0990 204060.**

18th June
ALIENS VERSUS PREDATOR
Due out today, get your hands on it and play as your favourite film character. Reviewed issue 211. £39.99 on PC.



★★★★

18th June
SOUL REAVER: LEGACY OF KAIN
Collect souls, skewer the enemy, solve puzzles, the gruesome lot. Reviewed issue 212. £44.99 on PlayStation.

computer and video Games

★★★★★

WEEK 2
June 23 - 29

25th June

V-RALLY 2
Unlimited tracks, [illegible] player's, 20 real-life [illegible] and more mud [illegible] can handle. £39.99 on PlayStation.

25th June
THE PHANTOM MENACE
Follows the plot of the movie, so they're keeping it secret. We've haven't even seen a complete copy yet. £39.99 on PSX. If it's delayed, buy *Star Wars: Episode I Racer* on N64 instead.

25th June
DRIVER
computer and video Games
★★★★★

WEEK 3

June 30 - July 5

2nd July
CROC 2
computer and video Games
★★★

Fans of the original will like this. It's in the shops today. Reviewed issue 212. £39.99


3rd July
CABLE TV
Gamers, a TV program dedicated to games and the people who play them.



WEEK 4
July 6 - 13

9th July
PREMIER MANAGER 64
This is the first footie management sim on the N64. It's what everyone has been waiting for, so get to the shops as soon as they open. No price announced.

9th July
WWF ATTITUDE
If footie's not your thing you could spend your money on N64 wrestling. Reviewed issue 212. £44.99



★★★



10th July
FINGER SKATEBOARDS
Everone's got a skateboard but you go one better: Finger Skateboards. For £9.95 you can have a Alien Workshop, Blind, Zero, New Deal, Element or New Deal board. There are 200 to collect plus limited edition blister packs. You'll find them at skate shops and All Sports stores. Call X Concepts on 0181 8634323.

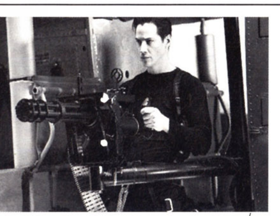
WORDS: MATT HOWELL **PICS:** VARIOUS

4 WEEKS

18th June

THE MATRIX

Keanu Reeves is a hacker, playing along side Carrie-Ann Moss in the high acclaimed sci-fi thriller of a movie. Book your cinema tickets early.



19th June



Leicester: 9-17 High Street and Birmingham: 38 High Street. Play Dreamcast, possibly win a console, a year's games and £500. All for free. Check out page 10.



CABLE TV

Gamers, a TV program dedicated to games and the people who play them.

Run from the cops, smash into shops, behave like a criminal. Brilliant fun, too. Reviewed issue 212. £44.99 on PlayStation.



25-27th June

GLASTONBURY

Biggest festival of the year. Just make sure you've got decent batteries in your Game Boy. Also, take a good pair of wellies if the last two years are anything to go by.



CABLE TV

Gamers, a TV program dedicated to games and the people who play them.

26th June

WIN HOLIDAY TO MONTE CARLO

Week-long competition at The Canary Wharf Motor Show to find the fastest driver at *Sega Rally 2*. Free entry, just turn up. Tower Concourse, One Canada Square, Canary Wharf, London.



3rd July

TRAUMATIZER

It's Saturday, so get on a train and visit Pleasureland amusement park, Southport. Why? To try out their new £5.8 million ride, Traumatizer. It's taller than Nemesis and tops out at 85kph and pulls over 4.5G. Contact Pleasureland on 01704 532717.



10th July

CABLE TV

Gamers, a TV program dedicated to games and the people who play them.

10th July



Play Dreamcast for free. See page 16 for full details.
Manchester: HMV, 90-100 Market Street
Liverpool: HMV, 22-36 Church Street

14th July

ISSUE 213 ON SALE

Turn to page 101 now for the full lown-down on the next issue of Computer and Video Games.

BE WHO YOU WANT TO BE WITH



Everyone is on the Internet. Are you? Yes, it's time you made a name for yourself in the world, and MSN Hotmail is the coolest way to go about it.

You might think that getting an e-mail address is kind of expensive. At least, you've got to own a PC, right? Wrong - getting yourself sorted with a free MSN Hotmail ID is as easy as typing in your name on any computer hooked to the web. Just about every major town has Internet cafes, with PCs for you to use for a few quid. Most schools have at least one PC with Internet access too. It's everywhere you look. You've no excuse for not making yourself available via e-mail, especially with MSN Hotmail at **http://hotmail.msn.co.uk** providing a great service for free! Using e-mail is the most happening way to keep in touch with your mates, here or overseas. You don't





FREE E-MAIL FOR LIFE

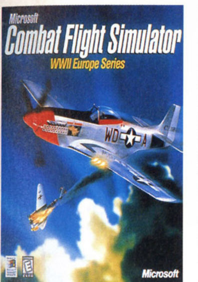
Closing date for entries is Wednesday 30th June. So you only have a couple of weeks to get your act together.
The winner's name will be printed in the September issue of Computer and Video Games, but you will of course be notified in advance.

NOW WIN A BRILLIANT INTERNET PC WITH

REGISTERING IS EASY...

All you have to do to win is register with MSN Hotmail at http://hotmail.msn.co.uk

To enter the MSN Hotmail competition send your name and address and please state your chosen coolest Hotmail address on the coupon below.



even have to use your real name if you don't want - you can invent something original for a snappier e-mail ID. On top of that, your e-mail is password protected, so nobody can access your mail except you.

We'd guess that Computer and Video Games readers are likely to go for the name of a game character as an ID (we did). But you can bet loads of people have the same idea, and the thing is names can only be registered once. So if you'd like to be known as Solid Snake, you may need to add a number before or after to make it your own, e.g. 'Solid Snake 16'. Some other examples could be:
Solid_snake@hotmail.com
Yoshi28@hotmail.com
Jin_Kazama@hotmail.com
Kickassquakechamp@hotmail.com
Numberonecvgfan@hotmail.com

THINK YOU CAN DO BETTER? YOU KNOW IT.

In fact to prove you have the best e-mail ID on the planet, MSN Hotmail is offering a top spec multimedia PC, with Internet access and quality Microsoft gaming add-ons (Combat Flight Simulator and

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ADDRESS: ....

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I'D LIKE TO WIN A TOP SPEC MULTI-MEDIA PC AND MICROSOFT GAMES. MY COOLEST HOTMAIL ID IS...

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....

....

Terms and conditions:
1 Competition open to UK residents only, except employees of Microsoft, its agents, EMAP and their families.
2 Only one entry per person.
3 No purchase is necessary.
4 Closing date for competition entry is 30th June.
5 Incomplete, defaced or damaged entries will be deemed invalid.
6 Winner will be the entrant with the most original Hotmail address in the opinion of the judges.
7 Prize winner will be notified by post and by e-mail to their Hotmail account.
8 Prize will only be given to winner with a valid Hotmail address
9 The editors decision is final and no correspondence will be entered into.
10 The prize will consist of one multimedia PC with Microsoft gaming software and hardware. There will be no cash alternative.
11 Promoter: Microsoft Ltd, Microsoft Campus, Thames Valley Park, Reading, RG6 1WG.



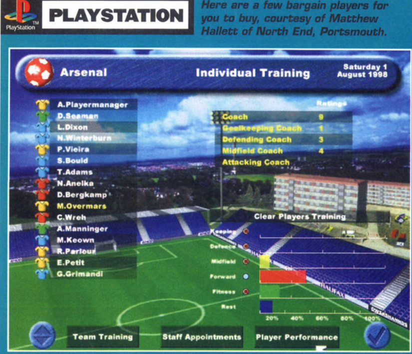
Hotmail™

EASY

What could be better than playing a game you love for ages and getting paid for it? That's what this tips section is about. Find out some tips, cheats, secrets, passwords... something that's hot and will help out other Computer and Video Games readers, then send them into us. We'll give the writer of each letter printed a crisp tenner. No questions asked. Just make sure your tips are decent.

PLAYSTATION

Here are a few bargain players for you to buy, courtesy of Matthew Hallett of North End, Portsmouth.



Why waste cash on big name players when a measly £38K will get you a decent goal scorer

PLAYER MANAGER

PRICE	NAME	TEAM	POSITION
38K	D.CROWE	STOLTZE	ATTACK
1M	M. SMITH	MOTHERWELL	MIDFIELD
970K	P. BERNARD	MOTHERWELL	ATTACK
230K	P. PESCHISOLIDO	FULHAM	ATTACK
1M	C. COLEMAN	FULHAM	DEFENDER
3M	D. BATTY	NEWCASTLE	MIDFIELDER
7M	R. GIGGS	MAN UTD	MID/ATTACK

Matthew also says that D. Crowe is the best buy, as he netted 12 goals in nine games once he'd bought him.

TOCA 2 TOURING CARS

You know how annoying it is to be thrown out of the championship because you didn't score enough points in a race? Well, if you enter your name as 'PUNCHY' in the full championship (not the support car championships), you can keep racing no matter how many points you get.

Sam Warwick from Dover

GRAND THEFT AUTO: LONDON 1969

Enter these as your player name to get the cheat modes. To use more than one cheat at once, enter a code, go to 'Rename' and put in another.

RAZZLE or READER-WIFE All levels
MCVICAR 99 lives
BIGBEN 9,999,990 points
MAYFAIR London levels 1 and 2
PENTHOUSE London levels 1 to 3
SIDEBURN 5x multiplier
OLDBILL Maximum wanted level
GRASS No cops
SWEENEY Display co-ordinates
HAROLDHAND All levels, all weapons, infinite ammo, get out of jail free, armour, parror pictures, 9,999,990 points, 99 lives, 5x multiplier, no cops, display co-ordinates
GETCARTER All levels, all weapons, infinite ammo, get out of jail free, armour, 99 lives, 5x multiplier, maximum wanted level, and display co-ordinates
FREEMANS All levels, all weapons, infinite ammo, get out of jail free, armour, and 5x multiplier
DONTMESS or TOOLEDUP All weapons, infinite ammo, get out of jail free, and armour
SORTED All levels, all weapons, infinite ammo, get out of jail free, and armour

Ben Dedopulos, Andover

MARVEL VS STREET FIGHTER

To play as Cyber Gouki and Apocalypse, Jeff Masson gives these tips. First you need to complete the game on level 8 without losing a round. This will take you long enough, but once that's done, go back to the character select screen and highlight Gouki. Press select five times plus any buttons to play as the super version of Gouki, and press select six times and any button to get Apocalypse.

Jeff Masson

PC CD-ROM

£10 goes to Abbas Alchtar of Govanhill, Glasgow for these three lots of cheats.



Need a cheat for Rainbow Six? No problem, try this little lot

RAINBOW SIX

Press the apostrophe key and then type the following codes.
TEAMGOD - All team members are invulnerable
AVATARGOD - Play God mode
CLODHOPPER - Big feet and hands
BIGNOGGIN - Big Heads
MEGANOGGIN - Go on. Have a guess?
5 FINGER DISCOUNT - Replenish ammo

DEATHTRAP DUNGEON

Again, type the following during the game
ELVIS - Unlimited Health
BILLY - Speed
CAFFEINE - 100 Health
TAXI - Once this is entered, pause the game and use + and - to cycle through levels.



Cor blimey guvner, if that's not the best advice I've had all day

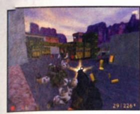
GRAND THEFT AUTO

Enter your name as EATTHIS and the police will always be after you!

MONEY



Send in your best tips and get £10 in return



Unlimited weapons, more ammo, invincibility. That'll do it

■ HALF-LIFE

We've had many cheats for Half-Life, but the mysterious man known only as *Bucko* was the first out of the hat. He says that you should start your version of Half-Life with the command line HL.exe-dev and while your playing hit the tilde button (~) and type on the following:

/God - Invincibility
/God 0 - Deactivate invincibility
/Noclip - Walk through walls
/Map C#A# - Go to any map. Replace # with numbers, for example C1a1 etc.
/impulse 101 - All weapons and extra ammo
/Give Xxxx - Gives any item. Replace Xxxx with the following
Item_airtank
Item_antidote
Item_battery
Item_healthkit
Item_longjump
Item_security
Item_sodacan
Item_suit
Ammo_357
Ammo_9mmar
Ammo_9mmbox
Ammo_9mmclip
Ammo_argrenades
Ammo_buckshot
Ammo_crossbow
Ammo_egonclip
Ammo_gaussclip
Ammo_glockclip
Ammo_mp5clip
Ammo_mp5grenades
Ammo_rpgclip
Weapon_357
Weapon_9mmar
Weapon_9mmhandgun
Weapon_crossbow
Weapon_crowbar
Weapon_egon
Weapon_guass
Weapon_glock
Weapon_handgreande
Weapon_hornetgun
Weapon_mp5
Weapon_python
Weapon_rpg
Weapon_satchel
Weapon_shotgun
Weapon_snark
Weapon_tripmine

Bucko from Armthorpe, Doncaster



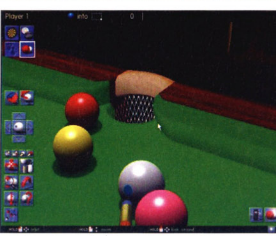
■ RESIDENT EVIL 2

You can play as Ada and Chris Redfield in the PC version of *Resident Evil 2*, plus there's a new "Ex-Battle" mode not in the PlayStation version.

Finish both scenarios with an A rank (you can't use any special weapons) and you'll get a bunch of bonuses, including the Ex-Battle. In this mode you can play as Leon, Claire, Ada and Chris Redfield, and the idea is to find four anti-BOW bombs around Racoon City police station, starting from the lab.

Here's a cheat for infinite ammunition too. Once you've picked up a weapon, go to the inventory screen and press Up, Up, Down, Down, Left, Right, Left, Right, then Aim.

Thomas Dunn from Bromley



Want to know how to play as Jimmy White? We have the answer

■ JIMMY WHITE'S 2: CUEBALL

If you take a walk around the snooker room and look behind the grandfather clock, you'll notice a mousehole on the floor. Look a bit more closely and you'll see a bit of thread in the hole. Click on this and the "Cheat Enabled" message will appear. Now you'll be able to pick all the characters, including Jimmy White himself, in snooker or pool games.

Marcus Anderson from Newcastle.

■ ALIENS VS PREDATOR

These cheats should be entered on the console. You can bring this up by holding F12 and pressing the tilde key (~).

god	Invincibility
giveallweapons	All weapons and ammo
freakoftheunivers	God Mode (Marine)
skullcollector	God Mode (Predator)
theonedeadlycreatureevercreated	God Mode (Alien)
alienbot	Make computer-controlled Alien
marinebot	Make computer-controlled Marine
predobot	Make computer-controller Predator
light	Make light aura
observer	Player invisible to opponents
showcoords	Show level co-ordinates
showfps	Show frame rate
gimme_charge	Full energy supply (Predator)
winneroftheonegreatbattleoftheuniverse	Be final Xenomorph (Alien)

£10 goes to Andrew Down from Birmingham for sending those in.

NINTENDO 64

Craig Williams from Co. Durham has made up a few of his own multiplayer wrestling matches for WCW/NWO: Revenge. Anyone else got some home-made game modes they want to get an easy £10 for?



Craig Willimas, Co. Durham gets £10 for his wrestling tips

■ WCW/NWO: REVENGE

Ninja Match, 2-3 Players

Select Battle Royal with 4 wrestlers. Each wrestler must be a cruiserweight with just pins on in the rules. You are not allowed to fight the other players... only the computer character. After knocking him out you can only win by pinning him while the other players try desperately to hit you out of the pin. It takes a while for someone to win, but it's always a great laugh.

Teams Match, 4 Players

Select yourself a Battle Royal with any number of competitors and in the rules make it a 'Ring-out = Lose' match only. When you are eliminated during the match, you may return to the ring as a wrestler who is a member of the same group as somebody else already in the ring. From now on, the wrestlers in the same group must work together and so help each other out in all of the situations.

GAMEBOY COLOR

Enter these passwords as you would normally to get some cool cheat modes. £10 goes to Rick Fuller from London for sending them in.

■ TUROK 2: SEEDS OF EVIL

Infinite energy DLVTRKBNRG
Infinite lives DLVTRKBLVS
All weapons DLVTRKBWPS
Skip levels DLVTRKBLVL
Bird Mode DLVTRKBBRD


PULL-OUT POSTER
computer and video
GAMES
STAR WARS EPISODE I RACER
At 600mph there's no room for error. Use the Force to pilot your Podracer or be smashed into a million pieces



WHAT YOU NEED TO KNOW

Got any cheats for Ridge Racer Type 4? How can I win at Tekken? I can't finish Spyro, help. No matter how big or small your questions or problems, send them into us Computer and Video Games and we'll tell you what you need to know


Hurry up and finish the first game Steve, the second is even better

RESIDENT EVIL

1. I have managed to defeat the huge snake in the attic but always leave with very little health. Is there an easy way to kill the snake without losing loads of health?
2. Where do I have to get to use the crank?
Steve Dunnaway, Stevenage, Herts.
1. There is no dead cert way of defeating the snake but we can say that you should visit the greenhouse before you attempt to take him on. You'll find there are loads of herbs you can mix together which may give you more of an advantage.
2. The crank is vital on your quest. The first time you use it is when you go outside and need to drain the pool and also when you fill it back up again, much later in your adventure. Also, remember to grab the second crank after you talk to Enrico otherwise the first will not work in the final stages of the game.

BREATH OF FIRE III

I'm stuck about 1/3 of the way into *Breath of Fire III*. I'm supposed to drop Nina off at Castle Wyndia. You take control of her and have to make Honey the Robot join your game. But every time I go to the battlefields where official guides say she is, she's not there. Help!
William Robertson, Worcester.
Once you're controlling Nina, explore the castle and loot all the cupboards. Be sure to talk to the maid standing near the broken plate and Queen Sheila, then collect another coin from one of the cabinets in Sheila's room. Next, go down to the wine cellar in the basement. Rotate the camera until you find Honey hiding. Talk to her and she'll run off, so go back up to Nina's room and take the left path out to the roof. Honey will be there and Nina will chase her and fall off the bridge. Honey levitates her down, but then ceases to function. The game then cuts to the campsite and Nina should arrive with Honey. ● Thanks to Fritz Fraundorf for this info.


It's easy to finish Spyro, but how do you find the secret levels?

SPYRO THE DRAGON

I recently completed *Spyro the Dragon* but was told at the end of the game, in order to get all of the secret extra level, I need to find everything in the game. I just can't find the dragon on the Haunted Tower level but I can hear it when I go down the charge ramp.
Elliott Brown, Wisbeach.
We'll pick this up from the moment you walk into the room with the charge ramp. You don't need the ramp right now, but the five doors in the circle room are as follows, from your left to right:

Love Fire, guard and 12 treasure boxes, a dragon, unbreakable box and way to secret area and the exit.

Go in the dragon room, get the dragon, and go to the Love Fire room. Get the Love Fire, then go in the guard room and take out the guard and all the boxes. Get more Love Fire, then head for the unbreakable box passage and take out the steel door and the unbreakable box. Now, go back to the speed ramp and charge down it. That should be enough for you.

computer and video Games GUARANTEED WINNERS

These tips and cheats are the hottest in the land and updated every month by the Computer and Video Games team. Use them and you'll get more from your gameplay, guaranteed

NINTENDO 64

■ BEETLE ADVENTURE RACING

BATTLE MODE EXTRA HEALTH
In Mount Mayhem, drive until you first reach the snow. Jump off the first ramp then follow the path straight. When you get to the jump to go down to the normal route, turn left off it and try to land on the big snow area. Turn around and drive up, look for a box and hit it.

CHEAT MENU
Go to one-player mode and select Championship. Race on Coventry Cove and find the shortcut with the barn and two haystacks. Run straight into the stack closest to the road and you should hit a box. You will hear someone say, "Groovy," if you hit it. Finish the race and go to Options. There will now be an option called Cheats.



The best racer on the N64 that doesn't rely on cute characters, just a cute car instead

ALTERNATIVE VIEWS
In Coventry Cove there is a jump in the game just before you reach the mine shortcut and after you come out of the tunnel then start going around the turn. Jump off this ramp to an island that has Stonehenge-like structures on it. There is a cheat crate behind one of the back structures. Hit it and you will be able to choose between fisheye, mist, or flip views using the cheat menu.

GET A JUMP START
To get a jump start, wait until the race is about to begin. When it says "Go," immediately press L (the one at the top of the controller) and you'll already be gunning along at a useful 40-50mph.

HANDICAP MODE
Championship Mode, Coventry Cove, go over the small wooden drawbridge near the beginning of the course. Just after the drawbridge and before the crane is a white stone fence on the left. Follow the fence until you see a hole in it. Go through to find a flower crate. This crate unlocks Handicap – two player on the cheat menu, allowing you to adjust the handicap to off, slow, normal, fast or insane.



Need help with Tekken 3? No problem, we have the answers



Resident Evil meets Jurassic Park, Dino Crisis is looking a winner

Quick – practice your rocket jumps, Quake 3: Arena is almost here

TEKKEN 3

When I found out that you get Doctor B by completing the Tekken Force mode in *Tekken 3*, I was very angry because I keep getting killed at the third stage. Do you have any tips ?
Matt Hughes. From Somewhere.
Play until you get Gon and pick him for the Force Mode. Keep tapping Circle so that he performs his spin kick once you start. This kills anyone who happens to get in your way, and if some get too close he'll perform a tail whip and kill them in a single hit.

DREAMCAST MODEM

What's going on with the PAL Dreamcast modem? Will it come with the machine at £199?
Stephen Dolby
The only thing Sega have confirmed at the time of going to press with regards to the modem issue is that it'll definitely be available at launch time. Whether it's going to be bundled with the machine is not clear.

BIG RELEASES

In your opinion, what are going to be the best games in the last half of 1999, on each current popular gaming format?
Phil Mounty
Let's see... The best PC games, we reckon, will be *Quake 3*, *Theme Park 2* and *Black and White*. PlayStation has *Dino Crisis*, *Wipeout 3* and *Gran Turismo 2*. Moving on to N64, our tips to look out for are *Perfect Dark*, *Donkey Kong 64* and *Jet Force Gemini*. Dreamcast should wow us with *Metropolis Street Racer*, *House of the Dead 2* and *Get Bass*.

QUAKE 2

I've recently got myself connected to the net and *Quake 2* has opened up a whole new dimension to me. But all of the people I play against are rocket jumping to higher ledges and I lose out.
Bob Scuttleworth, Wrexham.
You're right when you say that the rocket jump gives you the edge over other competitors, so here's how to do it. You need to make sure you have at least 70 health points and start running towards the ledge you want to reach, with the rocket launcher equipped. Then, as you get about a second away from it, look down at the floor and then hit jump and fire at the same time and you'll be catapulted into the air.

DIE HARD

I have a couple of questions for you.
1. I've heard a rumour there will be a new *Die Hard* game. Is this true?
2. Do you know if there are any plans to make it on other formats?
3. I was thinking about getting the PC version but still want to use a light gun. Are there any guns for the PC?
Rodney Simmons, Westcliff, Southend.
1. Yes it is true, *Die Hard Trilogy* is coming out on PlayStation at Christmas, with rumours about it being centred around Las Vegas. It'll still feature John Mclean but won't have any links to Bruce Willis.
2. *Die Hard 64* is confirmed on Nintendo, also for Christmas. Sadly, that's all the details we have on that at the moment.
3. There are PC guns available but you have to hunt to find them. You could try the new gun from Planet Distribution. It costs £59.99 with the two games *Virtua Squad*. Call your local retailers for more information.

RESIDENT EVIL

My mates and I have been at loggerheads about *Resident Evil*. I think another one is being released on PlayStation, but they're saying that the Dreamcast is going to have the next version. Can you clear this up for us?
Daniel McCready, Co Antrim, N. Ireland.
Bearing in mind that these are still rumours, this is what we think. *Resident Evil 1/2/3* is the latest to be talked about and this is the PlayStation 2 game, reckoned to be around on 12th December this year in Japan. However, considering the release date of PlayStation hasn't been announced yet, this is unlikely. *Code Veronica*, the Dreamcast *Resident Evil* title, is released in Japan on the 24th December this year, and that's pretty much certain. *Resident Evil 3* for PlayStation is also confirmed, but dates and info are scarce. There's to be a Game Boy Color title too, of which first pics are starting to emerge.

PC CD-ROM



A rock-hard game, so it's alright to cheat, just this once

■ COMMANDOS: BEYOND THE CALL OF DUTY
When playing, type "gonzoopera" while you have control of Duke, then press any of the keys below:
Ctrl-X — Teleport selected unit to cursor location
Ctrl-I — Invisibility
Ctrl-Shift-N — Skip instantly to the next mission
Here are some useful level passwords:
2 KXII7
3 GOH9O
4 HCOAU
5 TF4AO
6 T8TSN
7 TLESF
8 TUSLV



PLAYSTATION

■ CIVILISATION 2: CALL TO POWER
To get more money enter _CasH as a town name. Note, you must hold R1 when entering the letter H at the end of the password.

■ STREET FIGHTER ALPHA 3
Play Super Akuma
Play the World Tour Mode with any fighter until he or she reaches Level 32. At the end, you'll see a location near Japan where you'll fight a bunch of Akuma before squaring off against Super Akuma himself. Beat him and he's then selectable by holding L2 as you pick Akuma.
GUILE
Again, play through World Tour Mode with any character until you reach level 30. There will be a location in western USA where you'll fight a few Rolentos, Charlie (who must be Guard Broken to be damaged) then Guile. Once you beat Guile and finish World Tour, he'll be selectable.
EVIL RYU
Basically, this is just like the other two, except you need to be at level 31 in World Tour mode. This time you are pitted up against lots of different Ryu's before the Evil One himself.

■ T'AI FU
These have to be entered during fights only, when the game is paused. First you need to enter this cheat to enable of the others. **R2, Triangle, R2, Triangle, Circle, X , Square.**
FULL CHI – R2, Triangle, R2, Left, Right, Square.
STEALTH CHEAT – R2, Triangle, R2, Left, Right, R2.
DOUBLE SIZE ENEMIES – R2, Triangle, R2, Left, Right, Up.
HALF SIZE ENEMIES – R2, Triangle, R2, Left, Right, Down.
NINE LIVES – R2, Triangle, R2, Left, Right, X.

Send all of your questions to our new address below. If anything comes through to the old Millharbour address, we won't get it. So there.
WHAT YOU NEED TO KNOW, COMPUTER AND VIDEO GAMES, ANGEL HOUSE, 338-346 GOSWELL ROAD, LONDON, EC1V 7QP

THIS MONTH: EVEN THE SCORE

Multiplayer games don't have to be fair to be fun. Think of the outrages that *Mario Kart 64* can unleash... But sometimes the odds are just too stacked, especially when one player is just miles better than another. We're here to even the score, allowing even a *Ridge Racer* novice to get better results. Read on and win...



WORDS & SCREENSHOTS: ALEX HUHTALA **PHOTOS:** DAVID SHEPHERD **MAPS:** TONY CORMACK

"Tell me how to win at Rid

THE TECHNIQUE Get to grips

GRIP CORNERING

We fed Kim a course of eight laps with a novice-friendly car that had more grip. Here's what we told Kim to try out:

On sharp corners, ease off the accelerator to give the car more grip: you'll actually be able to get the car round quicker. If the car starts to slide, and the steering feels heavy (slow and sluggish), lift off the accelerator. You'll be able to take about 90% of the corners in a grip car, so it's great to learn with.

After another eight laps, Kim's feeling a lot better, and finds time to moan about the car we selected for him... "It's too slow," he insists.

DRIFT CORNERING

Vets will know about drifting, so Phil's taking a back seat while Kim needs our help. It looks incredible putting a car into a tailslide to get round the sharp bits, but it looks a lot harder to do than it really is...

To put your car into a slide, turn into the corner, ease off the accelerator, then reapply pressure to the button and you'll hear a screech as the rear

START LINE

Kim and Phil get to grips with the motors



Computer and Video Games' can help turn even cackhanded players into champions

ge Racer Type 4"

HERE TO LEARN



NAME: **KIM 'NOVICE' RANDELL**
AGE: **18**
LIVES: **LONDON**
CURRENT FAVE GAMES: ***SONIC ADVENTURE, HOUSE OF THE DEAD 2***

Kim's a loyal Sega fan with an import Dreamcast. He's never played *Ridge Racer* before but experience on *Sega Rally* should make him easy to train.



NAME: **PHIL 'PREVIOUS EXPERIENCE' MOUNTY**
AGE: **21**
LIVES: **BOURNEMOUTH**
CURRENT FAVE GAMES: ***HALF LIFE, ROLL CAGE, ISS '98***

Phil's had a lot of experience with the previous *Ridge Racer* games. He was looking to be convinced that *Type 4* was the best outing yet.

THE MoT

WHAT KIND OF PROBLEMS ARE OUR PLAYERS HAVING?
Kim and Phil hadn't played *Type 4* before we got them here, but after just 20 minutes Phil was clocking much faster lap times.

Although they could point the car in the right direction, Kim was having trouble nailing down just the right spots to brake and turn. Neither of them could handle the drifting that mastering *Ridge Racer* demands.

Phil was showing his previous racing game experience, taking most corners like a master. Thing is, his speed was a bit slow, but he wasn't wasting any time banging into any walls, being made to drop a gear and dragging down his speed.

Both players were too heavy with the brakes, and Kim kept using them where he didn't need to. Until we had a word...

begins to slide.

Once you've passed the initial bend, steer in the opposite direction and press down on the throttle. You can change the strength of the tail slide by keeping your finger off the accelerator longer.


Red and white barriers are for wimps

Kim was still finding the drift cars a little tough, so we came up with a way to make them handle more like a grip car. Just don't ease off the accelerator, and instead press the brake button to drop your speed. On sharper bends you'll have to virtually stop to get round.

Kim found this much better, and after a few laps started to ease off the accelerator, incorporating a slide. Give it a few hours, and he'll be drifting like a pro.

SIGNPOSTS

As Kim plays a lot of *Sega Rally 2*, where your navigator lets you know about the corners coming up, we thought we'd point out the handy signposts.

Forget the red and white barriers as a warning, what you need to look for are the blue and red signposts that come before corners, especially the red ones. On the blues you may want to ease off the power, but the reds are where you'll have to think about hitting the brakes.

Taking corners like these at speed is easy

CHOOSE THE RIGHT TEAM

The game starts simply and eases you into the tougher races later on, but only if you start with the easiest team (RC Micro Mouse Mappy).

Next is the Pac Racing Club, then Racing Team Solvalu and finally Dig Racing Team. The first two teams prefer the grip sponsors Age Solo and Terrazi while Assoloto and Lizard work better with the Solvalu and Dig teams. It's basically down to which you prefer.

BE THE BEST

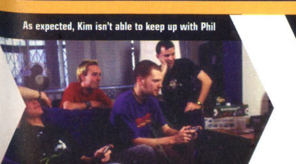
You earn extra cars by competing in the Grand Prix mode. If you finish first in all eight races, you'd end up with a much better car than finishing without a first place.


Enter Extra Trial to collect the best cars

Phil and Kim have a go in Grand Prix mode. Phil gets a better car for winning every race, so we point out to Kim that staying quiet and concentrating while racing may be a good idea... Moments later he messes up, so his final car isn't as fast.

EXTRA TRIAL

Complete a Grand Prix season with any team and you get an option called Extra Trial where you race against the best car from each manufacturer. The catch is you race in a car from your garage, from the same manufacturer. If you beat the challenge, you'll own one of the best four cars in the game.


As expected, Kim isn't able to keep up with Phil


Phil demonstrates how to use the pad


The manual is brought out to offer help



THE TRACKS
What we taught them (and what they taught themselves)

HELTER SKELTER





1 A small chicane you shouldn't even worry about

2 Brake and slide around the corner

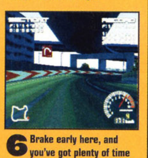
3 Quick left turn that will slam you into the wall if you're not prepared. Brake hard or ease off the throttle. Either way, slow it down





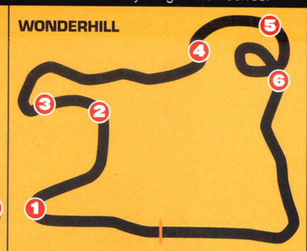
4 Brake for the left bend, accelerate around the long right hander. Then place yourself on the left for the next sharp turn to the right

5 No need to brake here, just take it easy on the accelerator. There's a tricky corner coming up



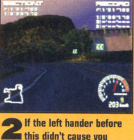
6 Brake early here, and you've got plenty of time to accelerate away and be at top speed by the finish line

WONDERHILL





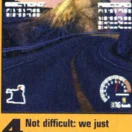
1 Keep on the inside of the first sharp corner



2 If the left hander before this didn't cause you problems, this one will. Stay wide, turn quickly, or you'll lose speed if you leave the road



3 An easy hairpin if you brake early and stay close to the bend



4 Not difficult: we just thought we'd point out the game's prettiest corner

5 The track falls away just after the blue sign, so watch your speed or you'll fly straight into the wall

6 Long right hand turn where you'll need to keep an eye on speed, just stay on the inside and you'll be fine

EDGE OF THE EARTH





1 Sharp turn: stay close to the inside and brake early for the bends coming up

2 Hug the bends, and stay right before swinging left on this corner



3 Stay wide right, then swing around like before. Phil: "You should keep your car straight to zoom through the next small chicane."

4 To have a hope of turning, you need to brake here, but lightly

5 Kim: "Steal inches by veering off the road, and driving closer to the barrier."

"Reapply pressure and you'll hear a s

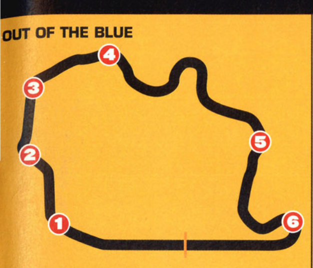
Kim takes a breather as Phil keeps getting faster

If all else fails, don't be afraid to resort to this

Time for a break before some intense trainin

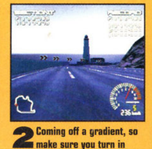


OUT OF THE BLUE

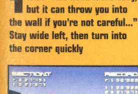




1 Kim: "This bend looks easy, but it can throw you into the wall if you're not careful..." Stay wide left, then turn into the corner quickly

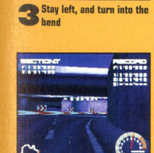


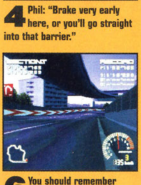
2 Coming off a gradient, so make sure you turn in time



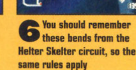
3 Stay left, and turn into the bend

4 Phil: "Brake very early here, or you'll go straight into that barrier."



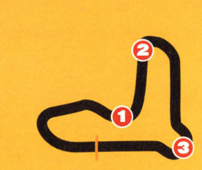


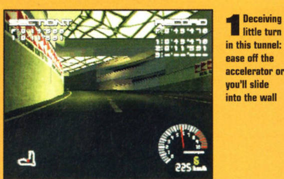
5 You'll have picked up speed by here, so take it easy and ease up around this sneaky right hander



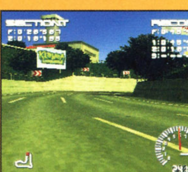
6 You should remember these bends from the Helter Skelter circuit, so the same rules apply

PHANTOMILE





1 Deceiving little turn in this tunnel: ease off the accelerator or you'll slide into the wall



2 Kim: "The nastiest corner in the game." Remember to start wide left, brake early and then turn quickly to the right



3 Approach this bend wide left, and swing to the right to allow the car to turn tighter

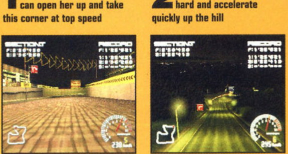
BRIGHTEST NITE





1 Get the right line and you can open her up and take this corner at top speed

2 Nasty hairpin here, brake hard and accelerate quickly up the hill

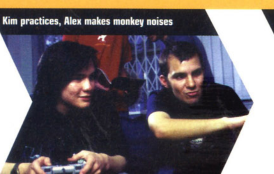


3 A long corner, you may need to take it easy on the accelerator

4 Phil: "Be careful of the drop once you reach the crest of the hill. Go too fast and you don't have enough braking room for this sharp turn."

5 Kim: "This inside strip is useful for overtaking opponents."

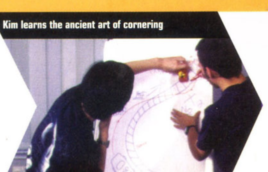
creech as the rear begins to slide"



Kim practices, Alex makes monkey noises



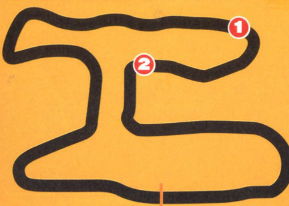
Tony and Phil start playing with some finger boards



Kim learns the ancient art of cornering

THE TRACKS What we taught them (and what they taught themselves)

HEAVEN AND HELL





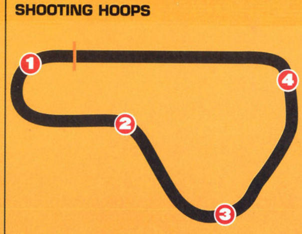
1 If you start wide and turn into the bend you'll be able to tackle this corner at around 200km/h





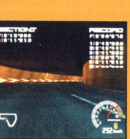
2 Phil: "Deceptive bend that will hurt your lap time if you mess up." Hug the bend to keep your speed as you go uphill

SHOOTING HOOPS

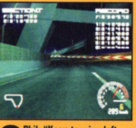




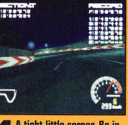
1 Stay low and close to the inside on this long turn



2 Turn sharply into the bend, but if you're using drift be careful not to turn your racer into the wall



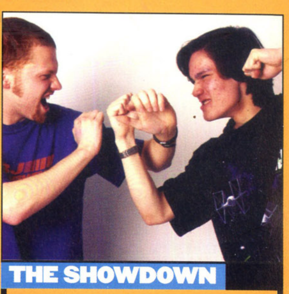
3 Phil: "Keep tapping left and stay on the inside."



4 A tight little corner. Be in the middle of the road leading into it, so you'll have plenty of room to turn

IT COULD BE YOU

Got a problem with a game? Can't beat your friends? Always last to cross the finish line? Let us know, and you could be in one of our Computer and Video Games masterclasses. Write to: MASTERCLASS, Computer and Video Games, EMAP Active, 1st Floor, Angel House, 338-346 Goswell Road, London EC1V 7QP.



THE SHOWDOWN

We'd done all we could do for our drivers, so it's time for the showdown. We reckon Kim's been sharpening up enough to give Phil a run for his money now... Kim's sticking with a grip car for better handling, and he's made a name for himself on the Heaven and Hell course. So that's the venue.

Right from the start, Kim is looking better. He takes the lead after the first corner, and continues to sprint around the tougher sections of the course. Phil starts his fightback by stealing the racing line, causing Kim to clip a wall and slow him down.

By the final lap both are close together. Kim catches Phil, whose drift car is starting to cause him a few problems on some corners. It's neck and neck going into the second part of the course, but Kim remembers his braking spots, repeating them like a mantra as he negotiates the bends. Phil tries for a second of extra speed on a tight hairpin, it forces him wide, and Kim sneaks ahead.

Kim's silent for the first time today, showing his desire to win... He holds his nerve for the rest of the lap, with Phil finishing right on his bumper. On any other course it would be a different story, but for now this victory is tasting sweet. We expect him to do a lap of the room in celebration, but instead thinks out loud: "It's strange... the two-player mode has a load of car customisation, but it doesn't show time differences, or offer slow car boost."

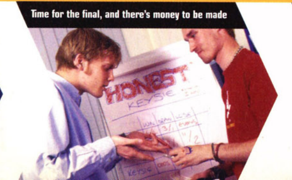
THEY'RE THE EXPERTS NOW

KIM "It takes a while to get used to the drift cars, so start with the grip cars. Keep the revs out of the red at the start, and take every chicane totally straight. You need to brake really hard on some corners, much more than in other racing games".

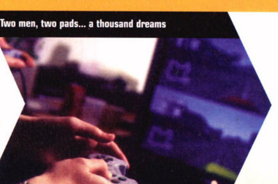
PHIL "Don't over-brake with the drift cars, just tap the brake. Learn the braking spots, it's better in the long run, because as the game gets harder it's difficult to unlearn bad techniques".

"For now this victory is tasting sweet"

Time for the final, and there's money to be made



Two men, two pads... a thousand dreams



Victory for Kim, while Phil wonders what went wrong



what do you get in the UK's biggest selling football magazine that you don't get anywhere else?



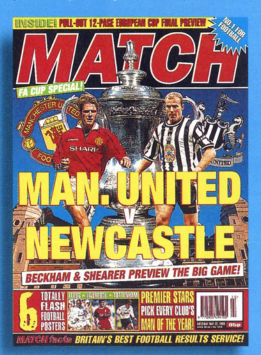
THE BEST RESULTS SERVICE



THE BEST POSTERS



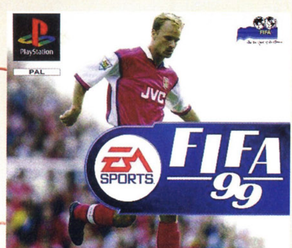
THE BEST COMPETITIONS



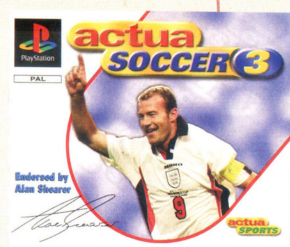
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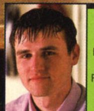
£39.99



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NAME: **STEVEN WOODINGTON**
AGE: **20**
MACHINE(S) OWNED: **SUPER NES**
FAV GAMES: **KRUSTY'S FUN HOUSE, GOLDENEYE**
FAV FOOTIE TEAM: **TOTTENHAM**



NAME: **NEBILLE AL-WAHID**
AGE: **22**
MACHINE(S) OWNED: **NONE**
FAV GAME(S): **TENCHU**
FAV FOOTIE TEAM: **MAN UNITED**



NAME: **ROBERT BAILEY**
AGE: **20**
MACHINE(S) OWNED: **PC**
FAV GAME(S): **CHAMPIONSHIP MANAGER 3**
FAV FOOTIE TEAM: **LEEDS**





£39.99

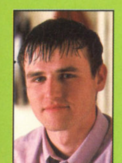


£39.99

"Lads, it's going to be a tough match"

REF: STEVE KEY **PHOTOS:** ANDY TIPPING

Football games are the single biggest selling type of video game you can buy. Anyone walking into a shop wanting the best, most realistic game has got a tough decision to make. You'll be swamped by the sheer number of titles and slapped in the face by all sorts of branded licences. But which of them are any good? That's what we're here for. With the help of three games players, unaffected by *FIFA* or *Actua* hype, we can give you the honest verdict on six top PlayStation football games to help make sure you end up with a winner.



"The title tune has the air guitars out"

FIFA '99

PRICE: £44.99
FORMAT TESTED: **PlayStation**
ALSO AVAILABLE ON: **N64, PC**
PLAYERS: **1-8**

FIRST IMPRESSIONS
"Jesus, Fatboy Slim gets everywhere," is the first thing Steve says as *Rockafella Skank* comes blaring out from the speakers. "Aaaah forget that, it looks nice anyway," is the common response as mutual agreement is reached that *FIFA* looks a highly polished game. Even though it's only just been switched on.

MUCH TO DO?
"Excellent. Man U versus the scum." Nebille is happy that he's managed to pick his team to face off against Tottenham in the first game. "Beckham, Giggs, Yorkie, they're all here. You're gonna get whipped, son." Again, *FIFA* impresses our judges with the range of teams on offer as well as stadiums and weather varieties.

EASE OF USE
FIFA '99 is one of the easiest games to pick up and play, something that the judges noticed instantly. " Passing is good. At least it goes in the direction I moved it," comments Rob as he gets his first go. "Yeah, and the trick moves are cool, though I haven't got a clue how I did 'em."

FINAL COMMENT
Everyone agrees *FIFA* is a very good game because it's got real teams, players and is quick to grasp. A thumbs up.



At the time of writing, the FA Cup final hadn't taken place. Could this be an omen?


A scandalous tackle provides only one thing: clips for another Danny Baker video

ACTUA SOCCER 3

PRICE: £39.99
FORMAT TESTED: **PlayStation**
ALSO AVAILABLE ON: **PC**
PLAYERS: **1-8**

FIRST IMPRESSIONS
"The intro section's is a bit, well, epic. Gave me goosebumps and everything," says Rob with tears swelling in his eyes. The Editor mode catches their attention as you can create your own teams, which goes down well. And Robbie William's song, *Let Me Entertain You* is the title tune, which has the air guitars out.

MUCH TO DO?
Loads of teams is again a feature that impresses the panel and the stadiums are obviously realistic, as everyone recognises them. "Barry Davies as well," says Nebille. "His commentary is good and it always sounds like he's chatting about what's happening."

EASE OF USE
"This is too difficult. They never shoot where I want them to, they never tackle properly. Toss." *Actua* loses out because it's too fiddly to play. Passing is erratic and tempers and patience are lost quickly.

FINAL COMMENT
Never mind. Nice to look at but no good to play is the conclusion for *Actua Soccer 3*. Nebille is gutted. "Shame, because I really like Barry Davies." Next...

Run down the touchline and put a low cross in the box. The striker finishes the easy goal


The more skillful players perform moves like this shimmy, to fool the opposition

VIVA FOOTBALL

PRICE: £39.99
FORMAT TESTED: **PlayStation**
ALSO AVAILABLE ON: **PC**
PLAYERS: **1-4**

FIRST IMPRESSIONS
Nebille has instant affection for this one. "I like the idea of the old teams. And the way you can compete in old World Cups. That's quite smart." The idea of being able to compare teams from the ages also appeals to our testers.

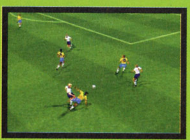
MUCH TO DO?
There's a lot of scope with the teams, but there isn't that much to do in the way of varying options. As seems standard nowadays, *VIVA* has a four player option which our boys considered a major bonus.

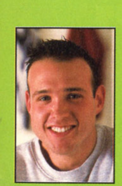
EASE OF USE
Nebille thought it was easy and picked it up straight away but the other two had more difficulty. Basically, it's a bit hit and miss. "Hang, that's a back pass! He's picked the flipping ball up," screams a baffled Rob. We almost forgot to mention the rules change depending on the year of the teams you're playing as. Which is quite cool.

FINAL COMMENT
VIVA was a tough one to call. As we said Nebille is a fan. "Ignore those two plebs, they've no clue. This is well cool." Steve argues, "You're talking crap, Nebille. It's like *Actua 3* in some ways, which means the game's no good at all." A bit hit and miss this one.



As with all the games on test, animation for moves like chest traps is always top notch


An uncharacteristic lunge from the Brazilian defender should earn a booking



"I really like Barry Davies"

ISS PRO '99

PRICE: **£39.99**
FORMAT TESTED: **PlayStation**
ALSO AVAILABLE ON: **N64, GBC**
PLAYERS: **1-2**

FIRST IMPRESSIONS
"That didn't take long," is the first thing commented on as we're through most of the options screens and into the game almost straight away. "It's a shame that there are no real cups though," is Rob's reaction.
MUCH TO DO?
"Can you be Spurs?" asks Steve. Sadly not, but the fight that ensues is over who gets control of Brazil. "Who the hell is Ronarid?" screams Steve as the game starts up. The lack of real player names also puts a dampener on things. "What's that? You can change the names yourself if you want. I s'pose that's OK, but who can be arsed?"
EASE OF USE
"Oh yes, did you see that finish! Top drawer that was," Nebille is basking in his own glory. Straight away, the trio are commenting on how good *ISS* feels to play. "More realistic," is one of many similar comments thrown around the room. "And you can header the ball properly too."
FINAL COMMENT
Again, *ISS* gets a bit vote of approval. "The players have some clout to them, like they're more solid, so it fells like you're picking up speed and barging people off the ball." Top marks.

He rose like a salmon to nod one in the old onion bag. That's football slang for 'good goal'



Rob and his German warriors are proving no match for the skills of Steve's Brazil



"Taking free kicks is ace – slot one in the net"

PUMA STREET SOCCER

PRICE: **£39.99**
FORMAT TESTED: **PlayStation**
ALSO AVAILABLE ON: **PC**
PLAYERS: **1-8**

FIRST IMPRESSIONS
"Bloody Hell, you really did save the worst game until last!" and, "Is this a Puma licence or a Pringles licence? Pringles sponsorship is ripe throughout the whole game. They should have called it Pringles Street Soccer instead," are all we really need to say about the first impressions of this one.
MUCH TO DO
"It's four-a-side indoor football, for god's sake. You try and make some variety out of that!" is the verdict delivered from Steve.
EASE OF USE
Some of the comments we got for *Puma Street Soccer* are, sadly, unprintable. All the lads agree that this game is seriously lacking in quality, has nothing to really get your teeth into and isn't something they'd want to spend their own money on. It is easy to play because there are no real moves to learn. Shoot, pass and tackle. That's essentially it for *Puma*.
FINAL COMMENT
I'm sure you can draw your own conclusions from the comments, but basically this was panned by our trio. "The only decent thing about *Puma Street Soccer* is that I quite fancy eating some Pringles now," said Steve.



These in-game shots make it look far more exciting than it actually is



Down on the docks and the Nigerians are turning on the style. Does anyone care? No

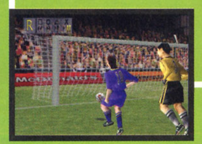
UEFA CHAMPIONS LEAGUE

PRICE: **£39.99**
FORMAT TESTED: **PlayStation**
ALSO AVAILABLE ON: **PC**
PLAYERS: **1-4**

FIRST IMPRESSIONS
Nebille has been longing to play this one since it gives him a chance to talk about Man U being in the final. This game is like *Michael Owen's World League Soccer*, but with a better licence and an improved graphics. Even though Nebille reckons "the players run like they've crapped themselves".
MUCH TO DO?
There is a very cool scenario mode which Rob describes as "brilliant", where you take over games and try to bring a side back from difficult situations. "It's got an element of *VIVA Football* in it too. I mean you can play as other teams who've won the trophy before."
EASE OF USE
"Taking free kicks in this game is totally ace. You just point a couple of arrows and watch as you slot one in the top of the net." Steve is impressed. "The commentary is quite good. It's the bloke from Football Italia isn't it?" is one of Rob's thoughts.
FINAL COMMENT
UEFA Champions League got three nodding heads when we asked the lads if they would buy it. Rob says, "I'd be happy shelling out some hard earned money for this one," and Steve agrees.



Keepers are tough to beat in UEFA. They're off their lines quicker than Robbie Fowler



Another tap in has our three judges in uproar. Offside? Never. Just bad defending



AT THE END OF THE DAY...

It was a marathon games playing session and it all boiled down to picking the best football game. The choice was between two – *FIFA '99* and *ISS Pro '99*. After much deliberation, our panel plumped for *ISS* for the simple reason that, "It is the closest to actually playing a real game. The goals scored actually look like real life moves and it's dead easy to pick up." Conclusive proof that the single best football game on PlayStation is *ISS Pro '99*.

Q **Who do Liverpool's players secretly blame for the state they're in?**

Q **What's it like to take the punch that puts you in a coma?**

Q **When can Glenn McGrath smell your fear?**

A



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LETTER OF THE MONTH
ANSWER ME PLEASE

I'm confused, everybody is saying something different about PlayStation 2, except for the comment "it's going to be amazing". So I'm turning to you for the answers.
1. Will PlayStation 2 run current PlayStation games and will it enhance the graphics to a higher resolution?
2. Will it be compatible with existing peripherals, e.g. Dual Shock controller, memory cards etc.?
3. Why is so much under wraps? Surely if it's going to be so amazing, they want everyone to know what it will and won't do.
4. What would you guess the launch price and date to be, and what games will be released with it?
Richard Franck, Ireland

1. It will play all your current PlayStation games but they won't be enhanced in any way. 2. All existing peripherals will work on the new machine but it's likely there'll be a new range of pads etc. designed solely for the new machine. 3. They don't want to reveal too much, to keep their plans secret from the competition.
4. This is only a guess (sorry) but the next generation PlayStation will be released in Japan before March next year, and probably in the UK near September 2000. Priced around £350, it will have two launch games made by Namco (possibly a new *Tekken*) and the next chapter in the *Resident Evil* series. The rest? We'll tell you first, when we know.


PlayStation 2 games will look this amazing

GAELIC GRIPE

I am a very keen Gaelic footballer and I would be ecstatic if a game such as *Actua Gaelic* or *Gaelic 2000* came onto the market. There is a huge sales base here in Ireland.
Niall Cox, Enniskillen

When *Actua Caber Toss* is released in Scotland, we guess *Actua Gaelic* won't be far behind, we can't print the Welsh equivalent (or spell it. Matt).

POKE-WHEN?

Nintendo continue to neglect the British public by not bringing out the Pokémon series on the Game Boy. *Pokémon Red* and *Blue* look like a fantastic idea, I've seen the cartoon and it's very good. So when's it coming out? Please tell.
Robert Shanahan, Sutton

The man from Nintendo he say September, possibly August.

FACE IN THE CROWD

Why do sports games have crowds thrown in like a two-year old has drawn them? I was playing *Colin McRae Rally* and when I went off the track it looked like the spectators had the physique of an after-dinner mint. Football games are the worst, the players look realistic but the crowd are a mixed blur of dots and shapes, occasionally waving a banner. A bit of extra detail in the crowd, like encouraging you when you make a counter-attack or throwing the occasional bog roll onto the pitch, would make the games better.
Daniel Worthington, Bolton

Half-Life blows Quake right out of the water
James Lodge, Doncaster

BACKWARDS IN COMING FORWARDS

What is all the commotion regarding the so called PlayStation 2? OK, so it will be backwards compatible, have DVD and huge amounts of power. Great. However, I don't want to shell out a wad of cash if all I'm going to get is updates of old PlayStation games. So, PlayStation, start getting your brains in gear and give us some good original games on the next generation system.
Neil Craven, via e-mail

DEBATE CLUB

Could you please tell me what has been the biggest selling games console ever? Was it the Sega Mega Drive or Nintendo Game Boy? I am a Sega worshipper and my friend, who I am in conflict with, is a Nintendo man through and through. Also, who is the greater gaming company, Sega or Nintendo, including Dreamcast stock reports?
D. Boshorin, Morden

Sorry if you've lost the bet D, but Game Boy has sold loads more than any other console, so pay up.

WANT SOMETHING FOR FREE?

Then send us something interesting. Bizarre photos of you or your mates in game character look-a-likes, photos of you playing games in strange places (the further away from home the better), or snaps of your customised or decorated games console. Size of prize will depend on the quality of what you send. Write to: **Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP.**

COLOUR CONUNDRUM 1

All the Sega consoles are black with the exception of the Dreamcast, and all the Nintendo consoles are grey with the exception of the Nintendo 64, do you suppose they are trying to tell us something?
Alan Fielding, via e-mail

COLOUR CONUNDRUM 2

Why are all the current consoles dull colours? I don't want something that's grey or black, what about orange or red? I don't want the new PlayStation to be boring grey.
John Dunne, Scunthorpe

Yep, grey is about as exciting as a watching a nil-nil draw on Match of The Day. What do you think PlayStation 2 should look like – after all, it's you who they want to buy it? We'll give a year's

THE MISSING LINK

Have you noticed the resemblance of Alundra to Link of *Zelda* fame? *Zelda's* been ripped-off so badly I'm surprised it's legal. Even their ears are the same.
Peter Hall, Leyland

What about Spock from Star Trek? Or Adam Rickitt from Coronation Street?


ALUNDRA?


LINK?

Have you noticed the resemblance of Alundra to Link? Zelda's been ripped off
Peter Hail, Leyland

I don't want to shell out a wad of cash just for updates of old games

Neil Craven, via e-mail

subscription to the world's original games mag for the best drawing of what it should look like. We might even send the best ones to Sony. Don't forget to use our new address.

RIVAL GAMES

Quake II **and** ***Half-Life*****: I can't see how people think that** ***Quake*** **is better than** ***Half-Life*****. Don't get me wrong, I think** ***Quake*** **is a marvellous game, but it doesn't come close to** ***Half-Life*****. You don't just go around blowing to bits everything that you see and hear. The storyline is far better and the enemies and guns blow** ***Quake*** **out of the water. On** ***Quake*** **you can't interact with other characters and get them to help you. The levels aren't as well designed, and you must admit that** ***Quake*** **on the internet is crap compared to Half Life. You must see it my way –** ***Quake*** **is very good, but** ***Half-Life*** **is the best.**
James Lodge, Doncaster
Half Life – fantastic one-player game. *Quake* – fantastic multiplayer game. Therefore, they're both fantastic.

ONLY THE BEST WILL DO

I would like to congratulate you on the best ***Metal Gear Solid*** **review to appear in any magazine. Thank you.**
Dan Ord, Macclesfield
No. Thank you!

OUR SURVEY SAYS

I'd like your opinion about a couple of things. There should be some sort of consumer survey so that games can be designed for the most important people – us. Right now, companies are constantly bringing out the same boring beat 'em ups and racing games, surely the future of PlayStation cannot rely solely on ***Tekken*** **and** ***Gran Turismo*****? Original games like** ***Metal Gear Solid*** **are fantastic; what I'm really trying to say is please, please, please don't let it be the last.**
Kevin Rodenas, Camden
Stand outside a game shop and picket the bad games within. That should get people to take notice.

WISE WORDS

Never play leap-frog with a Unicorn.
James Seaman, Norwich

I AM INVINCIBLE

Most games are too easy. If these games didn't have save points they would be a lot harder. Or if you got a password at the end of every level then you wouldn't get those people complaining about their memory cards busting and the game would last a lot longer. Players wouldn't finish it in a day and wonder why they spent £40+ on a game they could have rented overnight for a fiver. Well, that's off my chest.
Graham Pritchard, St. Helens
Glad we could help. But wouldn't it be a pain the arse if you needed to sleep in the middle of a big game? Everyone needs to sleep now and again.

PURE POETRY

I did this drawing while in an English lesson, but I'm sorry about the poetry on the back...
Matthew Cloves, address not given
Art or English A-level? To be honest, we'd go for the art, Matthew.



FIRST OR BEST?

I trust your reviews but how come some other mags review a game a month or two before you?
David Simms, Birmingham
There's a simple answer David, we don't review half-finished games (which can change for better or worse before they're released) just to be the first. Other mags will, which means... well, we don't have to spell it out. We think you'd rather have the full story on a game, and that's why you can trust Computer and Video Games reviews.

RIVAL SCHOOLS

After seeing the Momma Croft look-a-like in Mailbag I decided to send in some pictures of myself, as in my spare time I am Daigo from the fantastic Rival Schools. Believe it or not, I also have a sister who looks like Akira (who's Daigos' sister, if you were wondering).
Daryl Morris, Dunmow
You look like more like Barry from Eastenders, mate. But we'd be happy to receive some pics of your sister.

METAL MITCHY

In issue 206 you previewed ***Metal Gear Solid*** **and I was banging on the shop door the minute it came out. I have now completed it about six times, but in your preview it shows a screenshot of Snake looking down the barrel of the Nikita with an aiming target floating in mid-air. I was wondering, how have you done this?**
Paul Mitchell, Stainforth
We took a picture when the view changes from overhead to first-person, to show that views like this were possible with this game engine. When *Metal Gear Solid: Integral* is released later this year, it's one of the views you can use when playing the game.

THE CASH IN POCKET DILEMMA

My parents have just given me £300 for my birthday, and I have a choice between Dreamcast which comes out in September, or I could wait for 18 months and buy a PlayStation 2. Which one do you think I should pick?
Daniel Johnson, Tooting
£300! Would you like to have half a dozen step-brothers? Buy Dreamcast in September as you'll have another birthday before PlayStation 2 comes out. Then buy that too.

POOR STEER

Is it just me that thinks steering wheels are the biggest waste of money this side of buying a game for a machine that you don't actually own? Some friends coughed up their hard-earned money and both were gutted when they played with them. Isn't it about time Computer and Video Games did a definitive test on all the wheels available, so people like us don't waste any more cash?
Simon Tailor, Chelmsford
We've heard worse ideas, we'll see what we can do for you.

NO HELP WHATSOEVER

Shop assistants in game stores – they're never any help. My younger brother wanted some advice on what game to buy and came away with a load of crap. Don't worry, though. I've sorted him out and he now reads your mag. Sorted.
Daniel Johnson, Tooting

WHO WROTE TO MAILBAG THIS MONTH

Sage Elurs, Tyne and Wear; Peter Hall, Preston; Richard Harris; Binley, Greg Matthews, Wiltshire; Steven Shillam; Stone Cold Bones, Tamworth; S. Bass, Worthing; Mark Smith; R. Davies, S. Wales; Andrew Brookes, Huddersfield; Neil Jackson; John Grieve, Galashiels; Jonny Sims, Warrington; Lee Jenkinson, Hull; Jordan Fox, Middlesborough; Deke Roberts, Oxford; John Iyiola, London; Toby Farcickle; Marc Pointon, Newcastle -U-Lyme; James Seaman, Norwich; James, Reilly, Ireland; Graham Seeley, Swords; Richard Scott, Tyne and Wear; Craig Hubbard, Woking; Jake Hutchinson, Derbyshire; Robert Cook; Christopher Hill, Leeds; Gino Gauci, Malta; Rashed Hashemi, Streatham; R. Taylor, West Yorks; Leroy Shillingford, Neasden; Joe Pitchford, Staffs; Janet Prior, Cornwall; Alastair Minty, Aberdeen; Luciano del Viscio, Edinburgh; Phil Dodsworth, Notts; Russell Walton, Lancs; Tommy Barger, Lincolnshire; Pat Smith, Newcastle; Tony Powell, Cork; Keith Flint, Hove; Brian Aswith, Cumbria; David Wallis, Milton Keynes; Chris, Hampshire; Simon Lovell, Romford; S. Twining, Southsea; Eddie Palmer, Birkenhead.

Why do spectators in games have the physique of an after-dinner mint?

Danile Worthington, Bolton

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HORROR GAMES

In a dark cinema a good horror film will have you gripping the arms of your seat, then leaping out of it in terror. Which games create the same responses? We trawled the archives to find ten shockers that will make the hairs on the back of your neck stand on end.

RESIDENT EVIL 2
PlayStation, PC
£34.99



WHAT'S IT ABOUT?
Zombies have overrun a small American town and you play as a cop trying to get to the bottom of what's going on. There are lots of puzzles and zombies. A brilliant game so popular, Hollywood's making a movie of it.

SCARIEST BIT
There are so many to choose from but the simplest and best is when gory zombie hands thrust suddenly through a boarded-up window. Just when you least expect it to happen.

FUNNIEST DEATH
A shotgun blast in the waist of a female zombie tears her torso in two. But she's not dead yet, the upper body keeps crawling towards you while the legs still wander about.

BODY COUNT
We're talking in the hundreds here – zombies, lickers, devil dogs and the main boss, Tyrant. All of these beasts must fall at your feet.

PLAY WITH THE LIGHTS OUT?
Creepy music and lots of shocks will have you nervously anticipating every step your character takes. If you've got pets, just make sure they're in another room.

SCORE FOR THE GORE

SILENT HILL
PlayStation (out July)
£39.99



WHAT'S IT ABOUT?
You arrive in a deserted town, become trapped in a snowstorm and lose your daughter. If you're not sure what's going on, don't worry, that's how you're meant to feel. A worthy rival to *Resident Evil* that offers a more mentally disturbing kind of horror.

SCARIEST BIT
An almost exact copy of the worst fright in the original *Resident Evil*. Remember the dogs bursting through the window? Here it's repeated by a massive winged demon.

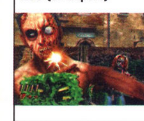
FUNNIEST DEATH
Nothing funny in this game. You think bodies skewered on poles and rotten corpses hanging from chains are funny? Oh alright, driving a sharp pickaxe through a demented doctor is quite amusing.

BODY COUNT
You've got a gun that never fires fast enough, though the majority of what you kill can't really be described as bodies.

PLAY WITH THE LIGHTS OUT?
Creatures always look scarier if you can only see them partially with a torch. For the full chill-down-the-spine factor, turn the lights off and close the curtains. But check every room in your house before you start playing.

SCORE FOR THE GORE

HOUSE OF THE DEAD 2
Arcade, Dreamcast
£80 (on import)



WHAT'S IT ABOUT?
Zombies are on the rampage in this fast and furious shooting game. Whip out your pistol and send them back to where they came from. Go easy on that trigger finger though, there are some innocent bystanders that would like to be saved.

SCARIEST BIT
Not as scary as some of the others here but the last boss in the original game, the Magician, pops up here and you'll find is very tough to kill.

FUNNIEST DEATH
The start of level two where four bloodthirsty zombies are clinging to a Mini. If you don't shoot them in time the driver dies.

BODY COUNT
Zombies pile up thick and fast. After a good 20-minute session you've probably capped a few hundred, and your aching trigger finger will know it.

PLAY WITH THE LIGHTS OUT?
There's no build up of tension here. Instead the shocks come thick and fast as every few seconds another vicious zombie pops out of nowhere and tries to snack on your brain.

SCORE FOR THE GORE



ALIENS VS PREDATOR
PC
£34.99





WHAT'S IT ABOUT?
Dimly lit corridor shooter that places these deadly film villains in an inter-species face off. If you get spooked watching the films, imagine the terror when you're slap-bang in the middle of the action. It's a very hard game too.

SCARIEST BIT
When playing as a human marine, nothing makes you freak like seeing and hearing those high-pitched blips on your motion tracker – a vicious alien attack is only seconds away.

FUNNIEST DEATH
Play as the Predator to cause maximum carnage. His shoulder cannon can split hapless marines in half. If you're feeling really nasty then you can reach down and chop their limbs off. Nice.

BODY COUNT
Acid blood, stealth camouflage and death around every corner, the odds are stacked against you.

PLAY WITH THE LIGHTS OUT?
You can hardly see the action in a sun-lit room so, although you'll get the willies, lights out is definitely the best way to play.

SCORE FOR THE GORE

NIGHT TRAP
PC, Sega Mega-CD
£5 secondhand



WHAT'S IT ABOUT?
A voyeur's dream, a house full of girls and cameras in every room. Your job is to protect the ladies by setting off traps to catch crap monsters who want to make red wine from their blood. It's Home Alone without Joe Pesci.

SCARIEST BIT
Not truly terrifying, but a monster hiding in the shower while a girl in her night-gown preens herself resulted in it getting a 15 certificate. Very controversial in 1993.

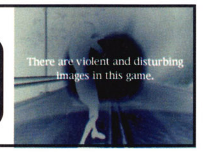
FUNNIEST DEATH
Your gung-ho buddy, who on arrival to help save your ass is jumped on by a pack of monsters, hung upside down and made into instant monster juice.

BODY COUNT
These monsters must be really randy because they want these girls bad; nab over a hundred to become a hero.

PLAY WITH THE LIGHTS OUT?
Even your little sister could play *Night Trap* with the lights out. Rubbish guys in tight black Lycra and fuzzy footage don't really make this a truly scary game. A camp classic, yes. Gruesome, not these days.

SCORE FOR THE GORE

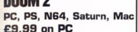
WARNING: NOT SUITABLE FOR THE EASILY OFFENDED



SCORE FOR THE GORE?

Awarded for the blood and guts on offer, rather than overall game greatness. The more horrific the more gory eyeballs it gets.

DOOM 2



PC, PS, N64, Saturn, Mac
£9.99 on PC



WHAT'S IT ABOUT?
A portal to hell has opened on planet Earth, paving the way for the biggest killing spree in the history of games. You play a super-tough marine who's got to find weapons and ammo, then send the slobbering demons back to hell in much smaller pieces. A game that helped popularise internet gaming.

SCARIEST BIT
Pick up the blue key in the Suburbs level and prepare to face more monsters than you can count. The only way to survive is to get busy with the fizzy, er... chainsaw. "Bring 'em on, cut 'em up!" you'll shout.

FUNNIEST DEATH
Get a Berserk pack and start punching the hellspawn with your knuckle dusters. Your demonic enemies will explode in one punch. Beat that, Prince Naseem.

BODY COUNT
A record breaker that will take some beating. The kill count's in the thousands.

PLAY WITH THE LIGHTS OUT?
After ten minutes you won't notice if it's night or day.

SCORE FOR THE GORE
3 eyeballs



CASTLEVANIA

N64
£44.99

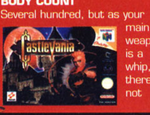


WHAT'S IT ABOUT?
Latest installment in the long running series, the main bad guy is Dracula and you're the brave adventurer who's about to raid his home. Survive the horrors of the sprawling castle and make good use of your kinky whip.

SCARIEST BIT
Face the triple threat of Frankenstein and two devil dogs together. Not big on shocks, but your over-worked fingers on the pad will be begging for mercy.

FUNNIEST DEATH
The deaths aren't laugh-out-loud funny, but the strange sight of skeletons on motorbikes bursting into flames is quite amusing.

BODY COUNT
Several hundred, but as your main weapon is a whip, there's not much blood and enemies have a habit of bursting into flames.



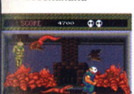
PLAY WITH THE LIGHTS OUT?
If you wet the bed after seeing Pat Butcher on Eastenders, you're pretty safe with this one. Big on atmosphere, but not on chills. Some of the violin music can be quite creepy though.

SCORE FOR THE GORE
2 eyeballs

SPLATTERHOUSE 3



Sega Mega Drive
£5 secondhand





WHAT'S IT ABOUT?
In the days when games were simpler, this mindless game borrowed Jason from the *Friday the 13th* movies and allowed you to take pleasure in his latest killing spree. Except, in a clever twist, this time he's the good guy.

SCARIEST BIT
Skinless babies hanging from the ceiling, which you must hack to pieces with a chainsaw might make you stop and think about the futility of man's existence.

FUNNIEST DEATH
Shambling zombies who when hit with a baseball bat fly into the background and make a nice, satisfying splat against the wall.

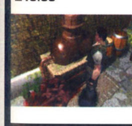
BODY COUNT
With a lead pipe, a baseball bat, a chainsaw and lots of enemies who want to meet them, you could run a dodgy back-street kebab shop for a year with the debris *Splatterhouse 3* leaves behind. Gruesome.

PLAY WITH THE LIGHTS OUT?
Ten years ago *Splatterhouse 3* would have given you weeks of sleepless nights. But these days the game would make a nice bedtime story for your sister.

SCORE FOR THE GORE
4 eyeballs

RESIDENT EVIL

PlayStation, PC, Saturn
£19.99



WHAT'S IT ABOUT?
A massive mansion full of monsters and some science experiments that have gone wrong. A special team of cops are called in to sort out the mess but in classic horror movie style, it all goes horribly, horribly wrong.

SCARIEST BIT
Just as you start to admire the carpet and wallpaper of a narrow corridor that's taken you ages to get to, the window glass shatters and a group of dogs jump through and tear you to shreds.

FUNNIEST DEATH
That dirty rat Wesker meets his doom at the hands of The Tyrant. That'll teach him to unleash a zombie horde on the world.

BODY COUNT
Lots of zombies to blast and assorted creatures to kill but, with practice, you can run past most of them.

PLAY WITH THE LIGHTS OUT?
Only the bravest would attempt such a feat, especially if the only games you've played until now are Crash Bandicoot and Croc. A true PlayStation shocker.

SCORE FOR THE GORE
4 eyeballs



MR BONES



Saturn
£too much



WHAT'S IT ABOUT?
A skeleton with a taste for dodgy blues music is unexpectedly resurrected, and you've got to guide Mr Bones through this obscenely dull platform adventure to find out why. With games this horrific, no wonder the Sega Saturn flopped.

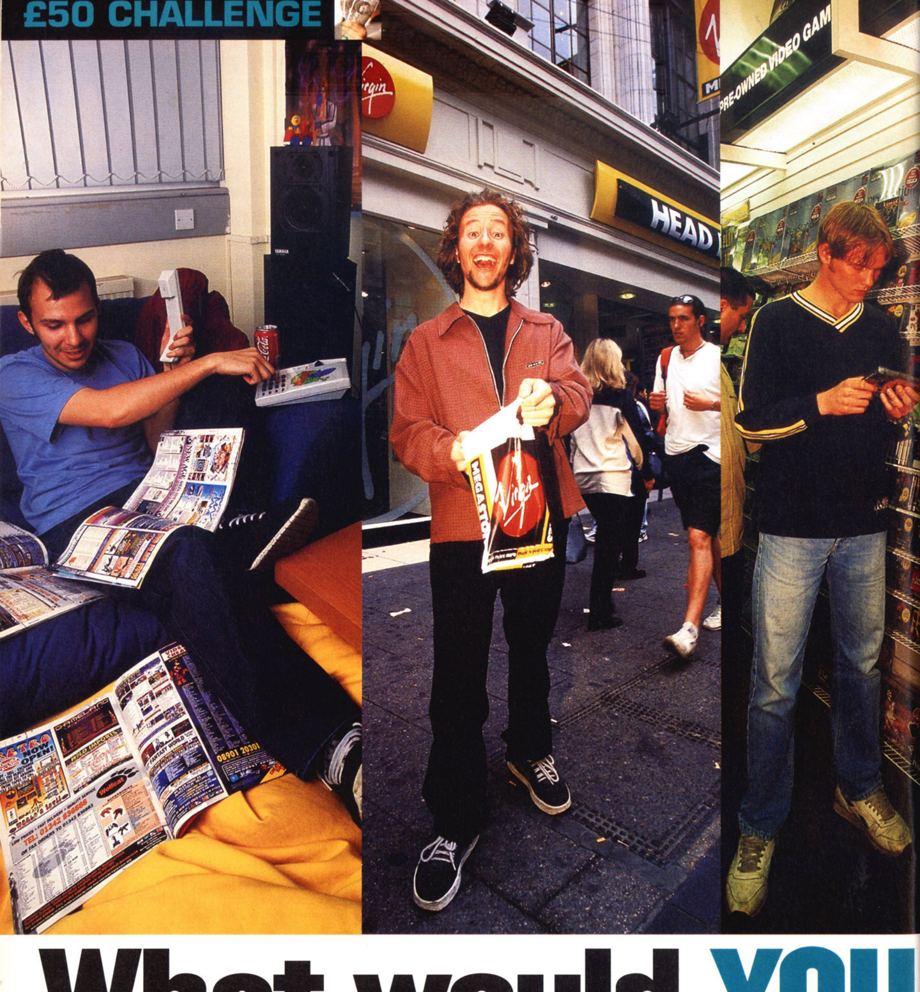
SCARIEST BIT
The moment you realise you've paid good money for such a bad game and the shop refuses to take it back.

FUNNIEST DEATH
Every time Mr Bones falls into a heap of bones, it's the only satisfying part of the game.

BODY COUNT
There are no bodies, it's a game full of skeletons.

PLAY WITH THE LIGHTS OUT?
And the TV off.

SCORE FOR THE GORE
1 eyeball



What would YOU

Friday. Gave five of our writers £50 each. Told them they could spend it on anything to do with video games they wanted. Told them they had to go for what would give them the biggest payback in fun. Asked them what they did

spend £50 on?



WORDS: ED LOMAS PHOTOS: ANDY TIPPING, DAVID SHEPHERD













TONY

"I don't mind wandering around town looking for the best way to spend my cash, and I reckon I got great value for my £50. I've never got into the *Tomb Raider* games so I set out for *Tomb Raider 2* on Platinum straight away, and soon found that some high street stores like Dixons are doing a new Platinum deal – two games for just £29.99 – so I picked up *Tomb Raider 2* and *Bust-A-Move 2* for under thirty quid!

"I'm a sucker for cool game-related bits and pieces, so I couldn't resist the awesome model of Psycho Mantis from *Metal Gear Solid*. It cost £14.99 from HMV (more than it does in specialist model shops), but it's so cool it was worth it.

"While looking around for something to spend my last fiver on I passed an arcade with Dancing Stage just in, so I decided to test my boogying skills. Great fun – plus you get a free workout at the same time!"

■ TOMB RAIDER 2 AND BUST-A-MOVE 2 PLATINUM	£29.99
■ METAL GEAR SOLID PSYCHO MANTIS	£14.99
■ SWEATY DANCING STAGE ARCADE SESSION	£5
TOTAL	£49.98

"I've never got into Tomb Raider, so I set out for Tomb Raider 2 on Platinum."

ALEX

"I've had some great four-player sessions on my Nintendo 64 recently, with *Goldeneye* and *F-Zero X* taking up most of my time, but I've never been able to have more than two people on my PlayStation at once. I decided to have a go at using the £50 to set up a multiplayer evening, and chose to use a mail order company rather than wandering around loads of shops looking for bargains.

"Special Reserve's advert in the back of an issue of Computer and Video Games caught my eye – lots of friends have recommended them to me, and they have some great deals. You have to become a member before you can order anything, but you can get a 60p one-order-only trial if you want. Otherwise, for £6.99 you get a year's membership, which includes a regular club magazine and a choice of free gift.

"I chose two free Competition Pro joypads (not great, but they're good enough) and a cheat booklet to go with my order of a PlayStation Multitap and *International Track & Field*.

"So for £50 I now own one of the best four-player games ever, plus I can order games from Special Reserve for the next year. I didn't even need to leave the house either – and I even had three quid left over for crisps and biccies. Bargain! Now all I need are some friends!"

■ SPECIAL RESERVE MEMBERSHIP	£6.99
■ INTERNATIONAL TRACK & FIELD	£19.99
■ PLAYSTATION MULTITAP	£19.99
■ TWO COMPETITION PRO JOYPADS	FREE
■ BOOKLET OF CHEATS	FREE
■ SPECIAL RESERVE CLUB MAGAZINE SUB	FREE
TOTAL	£46.97

STEVE

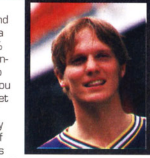
"If you want real bargains, the best place to look is always in second-hand shops. Occasionally you'll get a slightly damaged box, but other than that there's nothing wrong with buying used games. Most specialist game shops do part-exchange on old games, and some high street stores like Electronics Boutique have their own second-hand section too.

"Looking around my local Electronics Boutique I found *Blast Corps* and *International Superstar Soccer 64* for just £14.99 each – a great price for Nintendo 64 games. Also, with everyone going on about *Ridge Racer Type 4* at the moment, I fancied getting *Rage Racer* (which is better than *Type 4* in my opinion anyway). Second-hand it only cost £17.49!

"The good thing about EB's second-hand deals is that they check every game before selling them

on, and offer a 100% guarantee so that you can get your money back if there's any problem whatsoever. If you're buying second-hand from a shop that doesn't offer a guarantee, make sure you check the game in the store, and that you can get a refund if there are any problems.

"When you're finished with a game, just take it back and part-exchange it for another – because you bought it second-hand in the first place, you won't be losing much money. If you get the chance, go to a store in a big city because they normally offer slightly more cash for games than in smaller towns."



■ BLAST CORPS	£14.99
■ ISS 64	£14.99
■ RAGE RACER	£17.49
TOTAL	**£47.47**

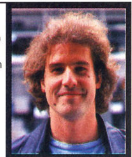
MATT

"Being a racing nut, there wasn't much I was interested in other than *Ridge Racer Type 4*, but £60 for the pack with the JogCon controller was just out of my budget. Luckily, I spotted that Virgin Megastores were selling the game on its own for just £29.99 in the week it came out, along with a bunch of other high street shops. I grabbed one of those, and picked up an official Sony Memory Card for saving all my cars on. They may cost a fiver more than most other memory cards, but there's no way I was going to risk losing all the cars I collect on some dodgy cheapo thing.

"With nothing else catching my eye, I chose to invest my final five pounds in some hideous super-strong cider from my local Co-op. I'm not a mad alcoholic – I just have a friend who can't play games to save his life after a few drinks, and there's no way I'm going to be beaten again."

■ RIDGE RACER TYPE 4	£29.99
■ OFFICIAL PLAYSTATION MEMORY CARD	£14.99
■ TWO TWO-LITRE BOTTLES OF CIDER	£4.98
TOTAL	**£49.96**

PAUL



"There's only one place I was going to go with £50 to spend on games – the Computer Exchange, to get my hands on the latest stuff from Japan. I've recently got into the original *Psychic Force* on PlayStation (I picked it up for £15 the other week) so I was perfectly happy to add a tenner of my own so that I could get a £59.99 Japanese import version of *Psychic Force 2012* on Dreamcast.

"There's a bit of Japanese text in the game, but nothing that'll stop you from understanding what's going on. With beautiful artwork, characters and music and insane mid-air fights, this is one great reason for buying an import Dreamcast before they come out in the UK!

"Because there isn't an import shop in every city, most stores have a good mail order service – the people working in them are normally big games fans too and will give you sound advice on what's hot at the moment. Getting into import games can be expensive but once you realise the excitement of playing fantastic games months before everyone else you'll be hooked."

■ PSYCHIC FORCE 2012	£59.99
TOTAL	**£59.99**

"When you've finished with a game, just part exchange it"

SCOOP!

WILL YOU SPEND £2

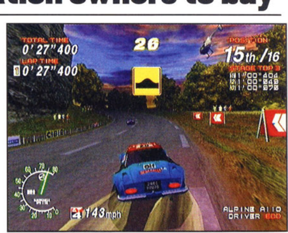
Launch games need to convince PlayStation owners to buy



Sonic Adventure: New characters, more to explore



Virtua Fighter 3tb: Like having an arcade at home



Sega Rally 2: More cars and tracks than ever before

By PAUL DAVIES

SEGA has released details of its launch line-up of games for Dreamcast, which goes on sale in the UK on Thursday 23 September. Priced at £199.99, we're almost certain a modem will be included, but there are no guarantees that network games will be possible at launch.

Dreamcast could be the best games machine in the world, but it needs the right games at launch and after to convince buyers it's going to be a good investment. Sega are talking about between 10 and 12 releases at launch to begin to win over PlayStation users.

Splash out or sit it out?

"I'm holding out for PlayStation 2. House of the Dead is only game that makes me think I might want a Dreamcast, but I had a Saturn, which I didn't like at all. I'm not sure about the internet..." Oliver, 21, from Bournemouth summed up many peoples' concerns when we spoke to players at UK games stores, though he wasn't typical of many people who were intrigued by getting on the web with Dreamcast. Francis, 19, from London told us, "The thought of playing guys your standard, or better, across the world is great." And Robin, 22, also from London, commented on the high price of PCs, compared to Dreamcast, "It would be good to have a little box that does exactly the same thing."

Buying into Dreamcast

It seems the big job Sega has is to convince people that it's a lot more impressive than PlayStation. On Computer and Video Games, we've seen enough to tell us that Dreamcast is the real deal. HMV Console Buyer, Doug Bone, is positive about supporting Dreamcast. "It will become the new benchmark for home-gaming excellence... You'd be doing yourself an injustice if you neglected Sega's new wonderbox. It's got some great games, let's all get on with it and enjoy the new machine!"

Computer and Video Games' readers views are still mixed. "Sega Rally's good, but it's not that much better than V-Rally on the PlayStation," according to Andrew, 25, from Peterborough. Rob, 24, from London, is excited about playing Sega Rally 2, "It's amazing!"

The launch games

Three games (Red Dog, Gutherman: Toy Commander and Cool Boarders) are still being kept under wraps, with no shots released. Cool Boarders is a silky-smooth, revamped version of the PlayStation standard, Red Dog is a tank battle game, and we expect Gutherman to be some kind of Mario-style kids' platforming game.

Here are details of the launch games we've seen or played:

Metropolis Street Racer

This real-city driving game is from the team responsible for the tarmac-blistering Formula One on PlayStation. You'll be able to race down real-looking London and Tokyo streets in real-looking and handling cars. Compared to this, Gran Turismo on PlayStation looks old and scruffy.

Trick Style

Absolutely ace hoverboarding stunt-racer that really shows off the power



WHEN THEY LAUNCHED PLAYSTATION

Dreamcast is launching almost four years to the day when PlayStation went on sale in the UK.
Compared to Dreamcast's line-up, the PlayStation games were more downbeat. Out of a line-up of six games, only WipEout and Ridge Racer were instant classics. The other titles were NBA Jam (selling well on every system, but not a great version on the PlayStation); and the forgettable Rapid Reload (2D shooter), Toshinden (3D fighting game) and Street Fighter, The Movie.
Despite this line-up, punters snapped up the £299.99 PlayStations fast. WipEout sold almost one to one with the machine.

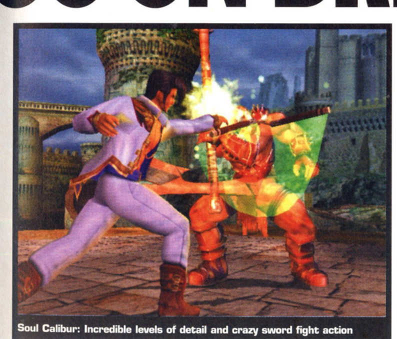
DINO CRISIS The biggest game this year? p80

QUAKE 3 ARENA You can play it now. p82

NEW NINTENDO ANNOUNCED The console war hots up. p93

RESIDENT EVIL 3 First ever pics seen. p98

OO ON DREAMCAST?


Soul Calibur: Incredible levels of detail and crazy sword fight action

of Dreamcast. Loads of fun to play too. We've got more info on pages 98-99.

Sonic Adventure

An amazing world to explore, with cool characters. It's extremely fast to play and boasts six heroes, each with their own different game to explore.

Virtua Fighter 3tb

Proves that Dreamcast can deliver the best quality fighting games. It takes time to get into it, but pays you back with master fight action. Some say it's better than Tekken, with hugely detailed 3D arenas and thousands of moves to master.

Sega Rally 2

One of the first games you can play over the internet. Close to the stunning arcade version, and the original Dreamcast options are impressive as they are extensive. There are 20 extra tracks too.

House of the Dead 2

It's impossible to separate this from the arcade version, although we think it's even better on Dreamcast. With a brilliant-to-use lightgun in your hand, there's loads to blast in this city-based thriller. There are lots of secrets and hidden routes to find; it will be a true test of your skill.

Soul Calibur

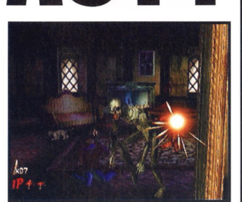
Without Tekken or Ridge Racer, PlayStation wouldn't have become so popular so soon. Here, another arcade game gets an improved Dreamcast outing. A follow up to Soul Blade, it's filled with sword and axe fights in a mediaeval setting.

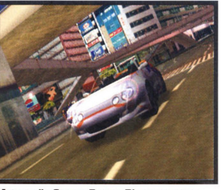
Get Bass

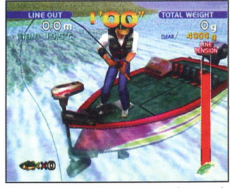
Even if you're not mad on fishing, you'll love Get Bass. It sounds bizarre but you have to fish against the clock. The game even comes with a virtual fishing rod, so you can struggle with the fish for real.



Trick Style: Refreshing high-speed hoverboarding game aims to get away from the usual type of racing games


House of the Dead 2: Blow the life/death out of hoards of zombies. There are even puzzles and secrets to find


Metropolis Street Racer: Blast your way through real city streets and don't give a damn about what gets in your way

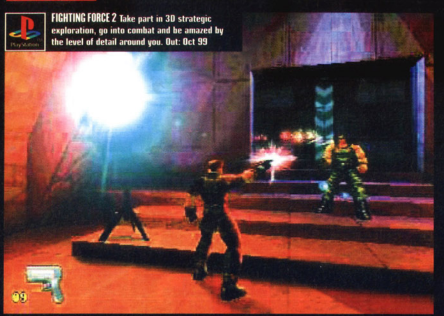


Get Bass: Going fishing has never been such fun. It comes with a cool virtual fishing reel too. Different and cool to play

TELL US WHAT YOU THINK

Now you've seen the line-up Dreamcast has to offer, is it enough to make you spend your own money? Would you give up your PlayStation for a Dreamcast right now, or are you going to wait and see? Or is PlayStation so cool you think Dreamcast hasn't got a chance, no matter how good its games are?
We want to know how you feel. Send us your opinion, either for or against, and we'll publish the results in a special Dreamcast Readers' Poll in the September issue of Computer and Video Games.

Write to: Is Dreamcast Good Enough?
Computer and Video Games,
Angel House,
338-346 Goswell Road,
London,
EC1V 7QP.


FIGHTING FORCE 2 Take part in 3D strategic exploration, go into combat and be amazed by the level of detail around you. Out: Oct 99


DONKEY KONG 64 Possibly the 3D adventure to end them all, it will be a defining moment for Nintendo 64 owners. Out: Xmas 99

ACCESS ALL GAMES

computer and video Games

We search every month for stunning in-game shots from new games you'll play soon. You won't see better anywhere else.


PERFECT DARK The game everyone expects to overshadow *Goldeneye* as the ultimate in espionage adventure. Out: Sept 99


JET FORCE GEMINI New laser-toting sci-fi adventure from the creators of *Diddy Kong Racing* and *Banjo Kazooie*. Out: Xmas 99


BLACK AND WHITE Train a huge magical creature to act as your servant. It thinks for itself in a world you create. Out: Xmas 99



KOLDELKA A survival horror that aims to decapitate Resident Evil 2. The most stylish seen yet. Out: Date to be confirmed



TRICK STYLE Super-fast futuristic racer that needs you to master tricks on a hoverboard, while blasting through incredible looking inner cities. Out: Sept 99



METAL GEAR: INTEGRAL A special update featuring puzzle-based games, a new costume and a PocketStation mini-game. Out: Nov 99



RALLY This is such an early screenshot, the game doesn't have a proper name. It should be PlayStation's rival to Sega Rally 2. Out: Nov 99



PSYCHIC FORCE 2 The latest in the series. More characters and better features than the Dreamcast version. Out: Date to be confirmed



CHOCOBO RACING Cute racer that's sure to ruffle the feathers of the N64 owners who think *Diddy Kong Racing's* best. Out: Sept 99

IT'LL BE DINO-MITE!

Brand-new shots of the biggest prehistoric horror feast this year – Dino Crisis

By STEVE KEY

FACTS

GAME: **DINO CRISIS**
FORMAT: **PLAYSTATION**
OUT: **SEPT**
PLAYERS: **1**
TYPE: **HORROR**
BY: **CAPCOM**
STATUS: **70% COMPLETE**

THIS is the first look at a whole new batch of in-game shots from the upcoming *Resident Evil*-style horror game, *Dino Crisis*. Already looking like one of the biggest games of the year, they show just how action packed it promises to be.

In true *Resident Evil* fashion, *Dino Crisis* features genuinely scary moments that arrive completely unannounced



Rattling off a clip full is most effective at this sort of range

You'll crap your pants

The *Res Evil* titles are generally recognised as perhaps the games with the most genuinely scary moments in them. *Dino Crisis* already has many of these panic inducing elements incorporated in the game. For example, a T-Rex bursts into an office you're searching around while two raptors charge down the door, pinning you.

Jurassic park anyone?

The game is set on a deserted island known as Ibis. A scientist by the name of Professor Kirk has begun tampering with an energy source which in theory could give "life to a polluted Earth". A team of government operatives, of which you play Regina, has been sent to capture the loony scientist. But when they arrive, the island is overrun by dinosaurs and you have to escape in one piece while trying to deduce if the dinos have any link to Professor Kirk.

Old favourites

The game has been created by the same people who were behind *Resident Evil*, so there will be similarities. However, *Dino Crisis* now benefits from having a fully 3D environment, so the static backgrounds from *Res Evil* are long gone, replaced with scenery you interact with. For example, the backgrounds can also be affected by the movements and actions of a couple of vicious raptors.



See how the T-Rex smashes through the floor to get at you. This is the 3D backgrounds in full effect

Characters have emotion

Another exciting element will be the fact that the characters will have animations depending on what's happening in the game. For instance, Regina will approach corners cautiously where it looks as though there may be danger, and she'll even show fear on occasions. Whether this will provide clues when playing the game is unclear, but it's still an excellent new feature.



Having devoured some of Raptors, the T-Rex needed a toothpick. Guess who won that competition?



Raptors attack in pairs to maximise the amount of damage they cause and lower their risk of death

We Reckon

If ever there was a game guaranteed to do well, this is it. There have been no decent Jurassic Park games on any of the home formats, and this looks set to fill the void. A PlayStation classic is definitely looming...

GAME BOY CELEBRATES A DECADE AT NUMBER ONE

Nintendo releases a new range of Game Boy Colors to celebrate ten years of non-stop, hand held gaming

By PAUL DAVIES

THE four new coloured casings are Dandelion (yellow), Berry (pink/red), Kiwi (green) and Teal (blue) aimed at the classified-cool among you. Owning one will guarantee admission to the cool club.

It's hard to believe that the Game Boy has been around since 1989, somehow owning one still feels like a fresh idea. Sales prove it, with almost half a million Game Boys expected to sell this year in the UK alone. Of course, this will be helped along nicely by the funky new Game Boy Colors which sell for £59.99. There are over 1000 games available, too.

WHAT HAPPENED WHEN

1989 Classic Game Boy launched
1993 Classic Game Boy colour released
1994 Super Game Boy out
1995 Game Boy Pocket launched
1998 Game Boy camera and printer launched
1998 Game Boy Color hits the shelves



Get yourself one of these and never stop playing again. The new games line-up is reviewed on pages 40-41

CELEBS QUEUE TO PLAY DREAMCAST

By PAUL DAVIES

SEGA promoted its Dreamcast console at the premier of new movie, eXistenZ, with celebrities playing some of the launch games before and after the showing.

Ewan McGregor and Kate Moss showed up and had the chance to demonstrate their gaming skill at *Sega Rally 2* and *Virtua Fighter 3tb* on Dreamcast. They also got to watch the new sci-fi movie. Computer and Video Games was there, desperately trying to impress with our fast driving and awesome fighting skills, but the celebs seemed more interested in the film.

eXistenZ itself is pretty far out, a tale of how games could be played in the near future. It may not be very credible but it is fun, and sometimes a disgusting ride if you're up for it.

It was interesting to find Sega keeping low-key about its corporate ID, pushing Dreamcast in the same way Sony has with PlayStation. Go watch the film yourself, it's showing at cinemas across the country right now.



Jude Law, star of eXistenZ, bursting with excitement at his new Dreamcast in its fancy box

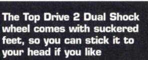
The Fast Show's John Thompson gets stuck into *Sega Rally 2*. We chose not to embarrass the big guy

IMPROVED DUAL SHOCK WHEEL

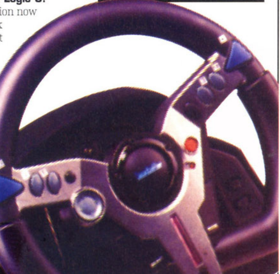
Get more fun from your driving games

By PAUL DAVIES

IF you're in the market for a driving wheel, check out the Top Drive 2 from Logic 3. This upgraded version now features Dual Shock feedback, ranking it alongside LMP's popular Gamester for performance. Though Top Drive 2 is lighter in weight than the Gamester, it also costs a few quid less at £49.99. You should be able to get hold of a Top Drive 2 at any major games store.



The Top Drive 2 Dual Shock wheel comes with suckered feet, so you can stick it to your head if you like



QUAKE 3 WILL B



BLOW YOU AWAY

FACTS

GAME:	QUAKE 3 ARENA
FORMAT:	PC CD-ROM
OUT:	AUTUMN
PLAYERS:	100+
TYPE:	CORRIDOR
BY:	ID SOFTWARE
STATUS:	60% COMPLETE

By ED LOMAS

FIRST PLAYTEST!

THE THIRD game in one of the biggest series ever has been revealed to the public, with a small demo for the world to test. The '*Q3TEST*' (two deathmatch levels packed with weapons and power-ups) has been used to get feedback on basic design and network compatibility. But its release is really an excuse for worldwide players to stay up all night, in massive global battles on one of the most exciting games for years.

New style

Although *Q3TEST*'s graphics aren't necessarily the same as the final *Quake 3 Arena*, they look fantastic. See that giant shot on the left? It's an in-game screenshot we took. This early test version already allows owners of top-of-the-range PCs and Macs to run the game at extremely high resolutions, with all manner of fancy effects and details. Character model animation is fantastic, so's the coloured lighting. When *Quake 3 Arena* is finished, it'll melt eyeballs.


You must master hitting fast-moving players in mid-air on this second test level


Your crosshair goes red when another player is in your sights, telling you to fire

The test levels

Two deathmatch arenas are included. 'Test Map 1' is a medium-sized castle level with balconies, bridges, lava, a dungeon, staircases and launch pads (which fire players on to higher ledges.) The second arena, 'The Longest Yard', has floating platforms in space connected by launch pads and teleporters. Controlling your character in mid-air is essential if you want the best weapons and bonuses.

Hardcore weaponry

A good selection of weapons is already available: old favourites such as the machine-gun (now the weapon you start with after dying), double-barrelled shotgun, rocket launcher (rocket jumps are possible too) and rail gun are in, but with slightly different damage ratings and firing speeds. There's a plasma cannon, and a close-range weapon, the 'gauntlet', a spiked glove sparking with electricity, zapping any enemies touched by it.



The weapon balance is more like *Quake 2* than *Quake*, so all the weapons are useful

Impressive power-ups

The classic Quad Damage power-up returns for *Quake 3 Arena* with a new effect. Any player picking it up is surrounded by moving, flickering bolts of electricity and a bright blue glow, as well as having super-powerful weapons for 30 seconds. A new power-up, the Personal Teleporter, is also fun, allowing you to teleport to a random restart point by tapping a button. Great for getting out of a fire-fight in an emergency, or simply for confusing other players.

The voice of Quad

From the *Q3TEST* it's clear *Quake 3 Arena* is more of a sport than the previous two games, which had some storylines. As you get a kill ('frag), a message appears to show your score and position in the game rankings. You're also shown who fragged you last so you can get revenge. A voice makes comments as you play too, such as the brilliant "Quad denied!" if someone snatches the valuable Quad Damage from you.

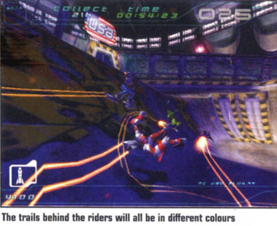
Where can I get it?

Q3TEST is available for high-powered Macs and PCs from id Software's website, www.quake3arena.com. Get hold of it as soon as possible, if only to get in some practice before it takes over the gaming world.

We Reckon

An early demo, but it's clear the final game will be truly great. Best elements of the first games plus input from the world's gamers and millions of hours of playtesting equals magnificent.





The trails behind the riders will all be in different colours



Pass through rings to speed up, like the N64's *Diddy Kong Racing*

SKATEBOARDING'S

By PAUL DAVIES

FACTS

GAME: **TRICK STYLE**
FORMAT: **DREAMCAST, PC**
OUT: **SEPTEMBER**
PLAYERS: **1-9**
TYPE: **AIRBOARDING**
BY: **CRITERION**
STATUS: **80%**

DREAMCAST is to get a brand new high-speed, stunt based racing game that should be out in time for the new machine's launch in September. PC owners will also have a version available.

In *Trick Style* you take to the 21st Century cityscapes of London, New York, and Tokyo on a 100mph futuristic skateboard, called a hoverboard. There are no set routes to take through the breathtaking urban scenery but as you master stunts, you're rewarded with extra speed.

The cities, presented in overwhelming detail, whizz by at impossible speeds, but the thrill lies in mastering the skills necessary to secure your victory, while settling scores with rivals using just your aggression. Also, you'll need those impressive speed boosts, otherwise you cannot hope to trash the cunning boarder competition.

The stance system

Practice is essential. You have four basic stunts to learn at the start: jump, 360° spin, luge, and smash. From here you go on to discover variations by experimenting with what is called the stance system. It's a gold mine of cool manoeuvres for you to exploit.

Feel the G-force

Once you're feeling at home with some basic abilities, the many flashing icons and obstacles ahead begin to make sense. The circuits you race are conquered by knowing the stunts required to get around each obstacle. You could be faced with the choice of attempting a G-pulling loop, or hopping onto a narrow ledge. It's a question of which route will take you into the lead.

Show us your skills

Your competitors are all trying the same thing too. They race according to their character – some look for any opportunity to battle, others wish to show-off their skill, while some just go for the quickest route.

Knowing what style of rider you're up against is another key to victory. Players who want a piece of *Trick Style* for Dreamcast qualify for some cool mini-games. As you progress you are rewarded with new boards.

Each board has a game to download onto a Dreamcast Visual Memory Unit. If you're a great player at these mini games, the performance of the deck will be enhanced next time you race. The better you get, the longer the vapour trail behind your board.

Handstands don't come easy, but they're great for showing off as you overtake



And this is just taking the mick. Star jumps are sure to be the most difficult





EVER BEEN SO FAST



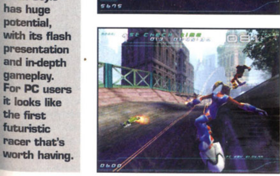
Travelling in the luge stance gives you a lot more speed, but handling becomes problematic. Just don't ram into one of those steel girders feet first, you'll feel a chump



We Reckon

This has to be the freshest of the release titles for Dreamcast. *Trick Style* has huge potential, with its flash presentation and in-depth gameplay. For PC users it looks like the first futuristic racer that's worth having.





LARA'S NEW PO

By PAUL DAVIES

You might already have caught the new Lucozade ads on the telly. After poorly children in pyjamas in the 70s, and Lycra'd-up athletes in the 80s, they're now using Lara Croft in stunning full computer graphic ads that are part of a £25million promo deal including big billboard ad posters.

The ad's like a *Tomb Raider* cut scene, where she beats off a pack of demon Rotts with the help of a swig of Lucozade from her backpack.

Grant Mitchell

As if you needed any more proof that games' characters are just as recognisable now as movie and pop stars, Lara's been putting herself about, working with U2 and even promoting Marks and Sparks' underwear. Let's face it, it could only be a matter of time before Grant Mitchell starts dating *Ridge Racer* dreamgirl Reiko Nagase...



MORE LARA FACTS:

Lara's owners, Edios, is now the UK's fastest-growing new technology business thanks to the mega success of *Tomb Raider* and other games. There have been three 'real-life' UK Laras: Rhona Mitra, Nell NcAndrew and now Lara Weller. Stretched end to end, all the *Tomb Raider* games would reach to Pluto. Probably.



We join Lara in the middle of an adventure; she goes to use her gun but it's empty



A huge pack of Rottweilers come racing out of the dark, looking for a Lara burger



Our quick thinking heroine ain't scared and hatches a cunning plan



Cos she's packing a popular brand of soft drink. Hmmm... delicious

DAMN THEM ALL TO HELL, THEY'VE FINALLY DONE IT...

FIRST LOOK AT...

By PAUL DAVIES

With so many games on PlayStation it's tough finding ones that stand out, but here's something fresh and funny. The game's Ape Escape, and it's due out next month in the UK.

More in store

Ape Escape looks like it's going to be nothing more than a 3D adventure, along the lines of Croc and Spyro the Dragon. But first impressions are deceptive, because as soon as you get your paws on the controller, you'll discover this isn't so straightforward. The game plays very differently because it's the first to rely solely on dual analogue control. You use two sticks to move your character, and direct the performance of his (or her) weapons simultaneously. It's a brain-bender to start with, but not for long.

Monkey capers

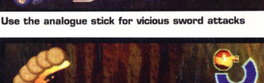
Your job is to catch apes in a big net, to stop a crazy inventor from taking over the world. The mad prof has brainwashed these apes to create havoc while he concocts his crazy plans. The ultimate goal is to nick the inventor himself, but he's worlds apart from you – each world comprising of obstacles that need your skill to negotiate. And that's before you even get started on the pesky apes...

Radio controlled partner

Weapons found in games usually perform at the press of a button. In *Ape Escape* you have more control: tools like swords are swung around using the second analogue stick, plus you can swipe with a net by directing its movements. And look out for a hula-hoop that you whirl with one stick to increase your running speed on the other. The catapult weapon's also cool.

FACTS

GAME: **APE ESCAPE**
FORMAT: **PLAYSTATION**
OUT: **JULY**
PLAYERS: **1**
TYPE: **3D PLATFORM**
BY: **SONY**
STATUS: **90% COMPLETE**



Use the analogue stick for vicious sword attacks



You've got to catch the ape before he dives underwater and out of your reach

We Reckon

One thing PlayStation doesn't have, let's be honest, is a definitive platform game: a *Mario*, or *Sonic*. *Ape Escape* could be the one. We should be able to bring you the full in-game details in our next issue.

WER-UP


Lara isn't going to let this shaggy inconvenience slow her down


The chasing pack pause awhile, wondering what their prey is going to do next

Plenty of room in the old backpack for all the Lucozade an adventurer could possibly want



All it needs is a quick slurp of high energy drink to put down a pack of hungry bitches

DREAMCAST SIGNS GUNNERS

SEGA spend rumoured £12m in record deal

By PAUL DAVIES

From 1st July, the Arsenal FC kit will be sponsored by SEGA in a three year deal for both home and away jerseys. Sega has kept schtum on the cost, but the tabloids have been talking up a rumoured fee worth up to £12m. It's certainly the highest sponsorship deal ever signed for a Premiership club.

Home and away

It's going to be great exposure for SEGA and Dreamcast (the logos swap for home and away kit). Arsenal sees Dreamcast as an ideal new millennium partner, and David Dein, Gunners' Vice Chairman, has dropped hints of exclusive Arsenal SEGA projects.

Computer and Video Games reckons Arsenal's first step should be to sign up Ugo Ehiogu so they could hit the Dreamcast with Sonic the Ehiogu. We've thought up some groaners already to give the Gunners some help...



- Parasite Steve Bould
- Premier Manninger 99
- Mario Petit
- Arse-teroids
- Donkey Adams Kong
- Elderscrolls - the Remi Garde
- Pachinko Parlour Pro
- Banjo Kanu-ie
- Seaman
- Bergkamp Time Deluxe
- Soul Rea-Viera
- Vierally 2
- Wrehman 2
- Vivas Football
- Viera Fighter 3
- Lucky Lukic

GUN GAME IS A GIGGLE

FIRST LOOK AT...

By PAUL DAVIES

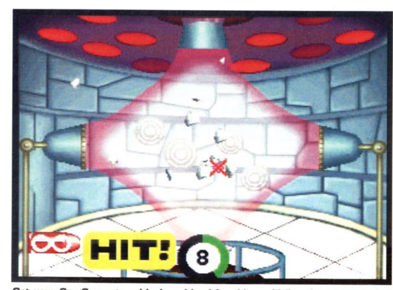
FACTS

GAME: **POINT BLANK 2**
FORMAT: **PLAYSTATION**
OUT: **JULY**
PLAYERS: **2**
TYPE: **SHOOTING**
BY: **NAMCO**
STATUS: **90% COMPLETE**

You're missing out if your idea of a great gun game is one you take dead seriously. In this one you're likely to miss your aim through laughing, as much as anything else.

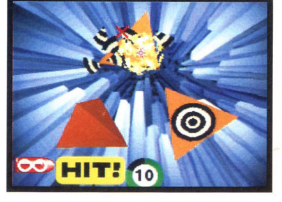
Taking potty shots

The main advantage offered by this sequel is the chance to pick up extra points outside of the obvious targets. *Point Blank* is famed for its outlandish scenarios: shoot one leaf falling from a tree, or rapidfire at a stack of runaway targets. Tough enough in the first place. Now you can show off by looking for bonus items such as bottles to smash while completing a stage. It's mental! It's not entirely new, but *Point Blank 2* looks like an improvement over the popular original.



Get your Gun-Con out and lock and load for this rapid fire shooter

Serious gamers won't like PB 2



We Reckon

This is a brilliant update of a great formula. If you own a Gun-Con, and your trigger finger is itching, this is the one to aim for.


This is where you send your monsters to train and improve their fighting skills


In multiplayer games, battles like this are common as you fight for control of gold

BACK TO THE DUNGE

A brilliant sequel that deserves to sell well

By ED LOMAS

THE FOLLOW-UP to one of the most ingenious and original games of the decade is almost complete, and it's looking fantastic. *Dungeon Keeper* took years to create and although everyone who played it loved it (Computer and Video Games gave it 5/5 in issue #188), slightly out-dated graphics meant many people stayed away. The sequel will have no such problem.

Looking lovely

The programmers have made *Dungeon Keeper 2* from scratch rather than updating the original game, which certainly shows with the graphics. As well as 3D card support and a much higher resolution, all the monsters are made from brilliantly-animated 3D models. Impressive lighting effects and loads of detail make this look very special.

What's it about?

Dungeon Keeper 2's story involves defeating the Lords living deep in the hearts of dungeons for their precious Portal Gems, ultimately finding a way above ground to the Sunlit Kingdom of Heroes. Bullfrog have already hinted that this is where *Dungeon Keeper 3* will eventually begin. As a Dungeon Keeper, you must create a dungeon to attract monsters who can be put to work for you. Make them dig tunnels, build rooms, invent traps, fight, worship you, and collect gold from enemy dungeons. You've got to look after them carefully, though.

FACTS

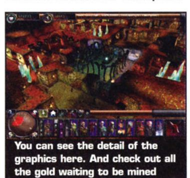
GAME:	DUNGEON KEEPER 2
FORMAT:	PC CD-ROM
OUT:	JULY
PLAYERS:	1-4
TYPE:	ACTION STRATEGY
BY:	BULLFROG
STATUS:	90% COMPLETE

Monster mash

There are loads of different kinds of monsters in this game, each, of course, with their own detailed attributes and personalities.

You begin with simple creatures, such as the Imps who scuttle around digging out chambers for you, but you can eventually find out how to attract things such as the hideous Bile Demons and ultimately the Horned Reaper! Some breeds of creature don't get on with others. For example, Warlocks studying hard in your library get annoyed by the tapping of nearby Imps digging new rooms, and will often give them a quick zap to shut them up.


Sacrifice creatures for more power


You can see the detail of the graphics here. And check out all the gold waiting to be mined

Dungeons and dragons

As well as creating a fully functioning dungeon with a bustling community of monsters living, sleeping, eating and working within it, *Dungeon Keeper 2* involves a fair amount of conflict. Rival Keepers (either controlled by the computer or up to three


Create casinos and bars for your minions to blow their hard-earned wages in. You can try to fix the games so that you make loads of money back, too


This is the view from inside the head of a Firefly, watching someone being tortured in an electric chair


The Dark Angels are the coolest new monsters. Get these and you're unstoppable


These guys aren't much use on their own, but as a gang they can be quite tough

ON WITH YOU

We Reckon

With artificial intelligence and game design this clever, *Dungeon Keeper 2* is going to be a fantastic game. No doubt about it. Hopefully this time more people will get to appreciate how easy and fun it is to play.


The massive Horned Reaper is the main monster in *Dungeon Keeper 2*

other players) battle for control of chambers, gold, rooms and even monsters. Be sure to defend a big dungeon well with sentries, traps and gangs of creatures. A load of small creatures working together can scare off some of the toughest invaders.

Cranium internal

As a Dungeon Keeper you simply move a floating hand pointer around the screen to order creatures into action, slapping them round the ear when they don't pay attention. By getting more creatures to worship you, you can become more powerful and gain more spells to create extra monsters, attack enemies, or possess and control your minions from a *Quake*-style first-person view. Each creature has their own unique way of seeing the world and their own abilities, for you to use to your advantage.


As you can see, the lighting effects illuminate every aspect of the players' clothing and weapons, showing off the power of Dreamcast


Whenever you block an attack you're treated to this small explosion of light and a couple of seconds to counter the hit


The guy taking the hit is Astaroth and although you can't see it in this picture, he carries a kick ass axe which does loads of damage


Check out those leg guards! It's like a metal version of the Michelin man, but with a huge sword. He's still taking a pasting though

SOUL CALIBUR LOOKS KNOCKOUT

Ultimate Dreamcast fighting game is just six months away

NEW PICTURES RELEASED

By STEVE KEY

WE'VE MANAGED to get our hands on some more awesome new shots of *Soul Calibur*.

As the development of this upcoming fighting feast escalates, we've got hold of a new batch of in-game shots.

Scratch the surface

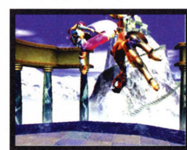
What the game's developers Namco are keen to point out about the *Soul Calibur* engine, is that it's not just hack and slash and random button pressing. There's a huge amount of diversity to the game, with many of the tactics not being mastered until you've spent months playing. The three hit ranges are something you should be able to predict to aid countering. This is something Dreamcast owners should be able to achieve, as it's not going to eat up your cash as it would do in an arcade.

Like Tekken, but different

The basic form of attacks still centre around the three hit areas: high, middle and low. Unblockable attacks also catch you unaware, and make for awesome looking bouts. Vapour trails and explosions are only the start of the tricks used by the machine and, well... take a look for yourselves. *Soul Calibur* is shaping up very nicely indeed.

FACTS

GAME:	**SOUL CALIBUR**
FORMAT:	**DREAMCAST**
OUT:	**2000**
PLAYERS:	**1-2**
TYPE:	**3D FIGHTING**
BY:	**NAMCO**
STATUS:	**40% COMPLETE**


The action is not just limited to the ground


This game could make you wet your pants



There are more and more reasons to start thinking about getting a Dreamcast, and *Soul Calibur* is yet another. Namco have made big promises and even though it's not 50% finished, it's looks incredible.

CLASH

Classic Marvel comic book characters take on their video game counterparts

By STEVE KEY



Spiderman's super attack involves a giant web being cast on screen and inflicting multiple hits on enemies

ALL OF CAPCOM'S best game icons from over the years have been gathered up, dusted off for a huge get-together and pitted against the legendary Marvel characters. The result is the ultimate combination of chaos, outrageous moves and hardcore fighting.

Awesome partnerships

The object of the game is to beat the life out of each other; you pick two characters to team up together and then fight using either of them alternately. You can switch between the two at any time and even have them combining for special super strength attacks. Each character also has a third member of his or her clan who comes in to add more clout to specific moves for you to perform.

Cameo city

Even though you don't actually control the third partner, it's worth noting who some of them are. No, they're not fully playable fighters but nevertheless they are well known by fans of both series of games. Thor, Anita from Darkstalkers and even Arthur from Ghouls and Ghosts are just three of a cast of many.

We Reckon

Having had the luxury of a Japanese version for some months now, we can safely say that this is going to be awesome. Did we hear someone say arcade perfect?

THE 2D TITANS

FACTS	
GAME:	MARVEL VS CAPCOM
FORMAT:	DREAMCAST
OUT:	WINTER '99
PLAYERS:	1-4
TYPE:	2D FIGHTING
BY:	CAPCOM
STATUS:	100% COMPLETE (IMPORT)

With an outfit like that, having a slash must be an absolute nightmare! That's why he has a Mega Colostomy Bag™

Roll is one of the many secret characters who bears more than a passing resemblance to Megaman. Her moves are similar to execute, but different enough to warrant her inclusion



And speaking of Megaman, here's one of his super moves. He doubles in size and fires loads of little robot dogs and animals from his body. That background also appears for every character's super move

WHO SHOULD BE INCLUDED?

There's always some form of debate when games like this come out over the choice of characters included. For instance, when *Marvel Super Heroes* came out, certain eyebrows were raised at the inclusion of Shuma Gorath. Do you think these characters deserve to be in the game?

- ❑ The Thing
- ❑ Silver Surfer
- ❑ Mr Fantastic
- ❑ Jill Valentine
- ❑ Tyrant
- ❑ Blanka
- ❑ Firestar
- ❑ Green Goblin
- ❑ Dr Doom
- ❑ Jedah

POWER STONE'S A FIRST!

At last a 3D fighting game from the masters of beat-em-ups

By STEVE KEY

FROM THE people who made legendary 2D fighting games, Capcom, there's at last what the public always wanted – a new 3D fighter, *Power Stone*.

Not only can you interact with the scenery to avoid or make your own attacks, there are gems to collect which bring out super-human powers.

FACTS	
GAME:	POWER STONE
FORMAT:	DREAMCAST
OUT:	WINTER
PLAYERS:	1-2
TYPE:	3D FIGHTING
BY:	CAPCOM
STATUS:	100% COMPLETE (IMPORT)

How do the gems work then?

On each of the stages, three gems appear which you need to collect in order to access the Power Drive moves. Don't worry if an enemy gets to the gems before you do, because with a couple of well placed attacks they'll go down and spill the gem. The Power Drive has a time limit, but the effects and power you get from it is nothing short of amazing. The characters morph into huge versions of themselves too.

Out and about

Power Stone puts Dreamcast's VM portable to good use with some neat little sub games to play as you're travelling. You get target practice and even a fruit machine to play when you get a spare five minutes. In comparison to the arcade version, Dreamcast's benefits from having loads of extras. When the game is completed, new options open to let you change variables in the game.



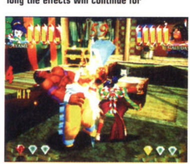
The more experienced players can try using the walls for evading hits, or even creating juggle combos against them



Here we have a Power Drive in mid-flow. The power bar at the bottom left is how long the effects will continue for



When Gunrock is in Power Drive mode, he turns into a giant-fisted beast capable of a huge range of awesome attacks



Due to the nature of the backgrounds and fighting arenas, attacks can come from a variety of heights and angles

We Reckon

We don't want to spoil too much about this game, because it's still not clear if it's getting a UK launch. We're voicing our approval to the people in the know so soon as something happens, expect a big exposé.



THE TOP SKATER

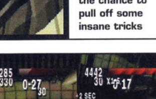
Skate hero Tony Hawk kickflips home

FIRST LOOK AT...

Crazy street courses like this give you the chance to pull off some insane tricks

FACTS

GAME: **TONY HAWK'S SKATEBOARDING**
FORMAT: **PLAYSTATION**
OUT: **OCTOBER**
PLAYERS: **1-2**
TYPE: **SKATEBOARDING**
BY: **ACTIVISION**
STATUS: **70% COMPLETE**



Two-player mode is looking cool

The skateparks have plenty of ramps and funboxes to play with

By ED LOMAS

World famous skateboarder, Tony Hawk, and eight other top pros are involved in producing the perfect skating game. Although incomplete, the early version we've played already has the feeling of riding a skateboard just right, which no other game has yet managed to do.

Tricky business

Each of the real-life skaters in the game will have their own riding style and signature moves to perform, as well as hundreds of trick combos to master. The control system promises to be totally intuitive, allowing players to ride around and use obstacles as they want to. In other words, it's just like skating for real. As well as using skate parks, half-pipes and pools, you'll be able to take to the streets and go wherever you want.

We Reckon

With excellent physics and control in place already, *Tony Hawk's Skateboarding* should turn out to be the first great skating game.

N64 HAS FOOTIE MANAGEMENT SIM

FACTS

GAME: **PREMIER MANAGER 64**
FORMAT: **NINTENDO 64**
OUT: **JULY**
PLAYERS: **1-4**
TYPE: **MANAGEMENT**
BY: **GREMLIN**
STATUS: **80% COMPLETE**

For the first time, Nintendo owners get their own version of Premier Manager

FIRST LOOK AT...

By ED LOMAS

After the roaring success of the PlayStation *Premier Manager* games, they're finally heading to Nintendo 64 with a load of new features. Everything from the PlayStation games will be included, with updated and improved artificial intelligence and statistics, more tactical and financial options, and of course, no loading times.

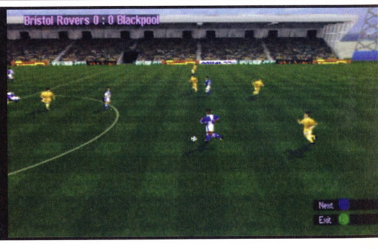
The beautiful game

Also, exclusively for *Premier Manager 64*, the *Actua Soccer 3* game engine is used to show all match highlights. While watching your team carry out your orders in smooth 3D, you'll also get commentary from the BBC's Barry Davies. If you've seen *Premier Manager* on PlayStation you'll know how impressive these highlight sections can be. N64 fans should be fighting to the shelves to get this game...



The menus are very similar to the PlayStation version's

A special version of the *Actua Soccer 3* game engine is used to show the highlights from each game your team plays. Shouting at the screen when they play badly isn't going to help, by the way – it'll only give you a sore throat



We Reckon

As the first-ever football management simulation for the Nintendo 64, *Premier Manager 64* is going to be extremely popular.

ENTER THE WU-TANG DRAGONS

By ALEX HUHTALA

FIRST SHOTS and details of the Wu-Tang Clan game reveal a fighting game that allows four players to fight on screen at once.

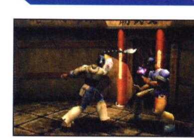
On the attack

The game stars all nine members, but Ol' Dirty Bastard/Big Baby Jesus is referred to as simply 'Dirty'. It features three new tracks from the group, recorded exclusively for the game.

The game promises hardcore fighting action, ten different arenas, a control system that uses four attack buttons, nine enemy assassins plus three bosses. Besides the multiplayer game there's a story mode starting in the Staten Island projects, and going through different New York 'hoods.

FACTS

GAME:	**WU-TANG: SHAOLIN STYLE**
FORMAT:	**PLAYSTATIOM**
OUT:	**WINTER**
PLAYERS:	**4**
TYPE:	**FIGHTING**
BY:	**ACTIVISION**
STATUS:	**65% COMPLETE**



FIRST SHOTS



Wu-Tang Clan game has up to four players on-screen

CONSOLE WAR HOTS UP

Sega and Nintendo raise the stakes with their next generation consoles

STOP PRESS

By ALEX HUHTALA

WITH PLAYSTATIONS expected to cost £69.99 soon, and their replacement console only a year away, Sega and Nintendo have raised their stakes.

Sega has confirmed Dreamcast will include a modem. You'll be able to access the internet for under £200, with free pan-European internet access from its September launch, with the modem already in the Dreamcast. Browser software will be supplied with the console.

Project Dolphin

Nintendo has fought back with some basic details of Project Dolphin. The specs hint it will have similar performance to the next generation PlayStation, with a worldwide release next year.

It's been designed with support from Japanese giant Matsushita (Panasonic in UK), and IBM. The announcement confirms Nintendo's ditching the expensive cartridge for the more powerful DVD format. IBM will provide a unique 400MHz central processor dubbed the 'Gekko'.

Not just a games console

Nintendo chairman Howard Lincoln describes the system as "fast, powerful and inexpensive". The system could serve many uses, not just games support, and is likely to play DVD movies straight out of the box. The technology could also be in future Matsushita and Panasonic DVD players.

Surprise, surprise

The worldwide release date for Project Dolphin is before the end of 2000, in direct competition with the next generation PlayStation, expected to reach Europe and the US next autumn.

With three consoles offering similar features and performance, software will play an important role in deciding which machine does better than the others. No details of Dolphin games have been announced yet.





Tough choices ahead for gamers: it could all come down to the games available...

Rumours

Too hot not to print

■ *Metal Gear Solid* will be released on PC and Gameboy Color. Microsoft has the rights to a PC version, how long before they convert it to Dreamcast? Developers decided PlayStation 2 is the ideal platform for the sequel. Nintendo 64 owners won't be so lucky.

■ **UK players will have to wait until next year to get their hands on *Smash Bros.*, the Nintendo fighting game starring Mario and his pals, even though it's already on sale in Japan and America.**

■ Nintendo are working on Game Boy Color 2 for release next year. It has more on-screen colours, and a new display.

■ ***Tomb Raider* is to appear on Game Boy Color in 2000.**

■ Sony is having dificulty manufacturing the CPU's that will power PlayStation 2 consoles. 70% of the chips don't pass the quality control checks. Sega had a similar problem with early Dreamcasts.

■ **A new upgraded version of Dreamcast will be released in March 2000, it will include a DVD-ROM, 32 MB RAM and a redesigned SH-4 processor which will allow the console to run cooler. Current Dreamcast users can upgrade with a kit.**

■ Sony's PocketStation will not be released outside of Japan. Instead, an improved version is being designed that will be available in time for the release of PlayStation 2.

■ **The arcade *Virtua Striker 2: Limited Edition* is VMS compatible, allowing you to swap game data with the Dreamcast version. *SpikeOut*, *Scud Race* and *Fighting Vipers 2* are not a priority to be converted to Dreamcast, but *Daytona 2* is.**

■ *SNK Vs. Capcom*, the fighting game all 2D fans are waiting for, will be released on a Sony console after the Dreamcast version is released. Expect it to be on PlayStation 2.

■ **Nintendo 64's add-on 64DD data storage device will be compatible with Nintendo's 'Dolphin' system.**



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NO REST FOR LARA

PC owners get four extra levels with Tomb Raider Golden Mask

By ALEX HUHTALA

PC OWNERS who can't wait for the next Tomb Raider adventure this Christmas will be pleased to know they can get a four level fix in the shape of Golden Mask. There's a brand new mini adventure for Ms. Croft, free to anyone who buys the budget re-release of *Tomb Raider II*.

Another country

The four level game is set in Russia. Lara does all her usual stuff following up clues she has found. One points to a small island in the Bering Sea, the others are a Russian blueprint, a 1945 newspaper article and a photograph showing an Inuit Whalehunter holding what looks like a golden mask. Before you can say "passport", Lara's off...

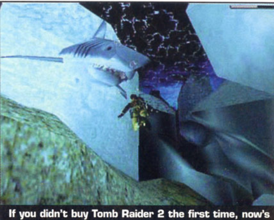
More than before

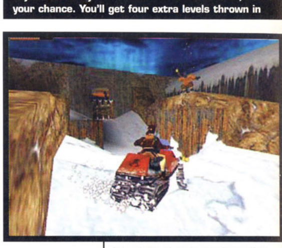
The game is built using the same engine as *Tomb Raider II*, which means that any graphical or gameplay improvements that were present in the third game aren't seen here. Instead, there are four imaginative levels that manage to combine plenty of elements that were in the second game. And in the first level alone, you'll find yourself coming across sharks, monks from the Barkhang Monastery level and get to use the snowmobile again.

FACTS

GAME:	**TOMB RAIDER II: GOLDEN MASK**
FORMAT:	**PC**
OUT:	**JULY**
PLAYERS:	**1**
TYPE:	**ACTION ADVENTURE**
BY:	**CORE**
STATUS:	**100% COMPLETE**

We Reckon — **It may not be enough to make you spend another £20 if you already have *Tomb Raider II*, but for everyone else it's an added bonus.**


If you didn't buy Tomb Raider 2 the first time, now's your chance. You'll get four extra levels thrown in


Lara gets the chance to cock a leg over another piece of petrol-powered machinery as she travels through the icy wastelands of Russia

ENTER THE MARIO KART CLONES

Prepare yourself for an onslaught of games resembling Nintendo's popular racer

By ALEX HUHTALA

Several new racing games set to be released at Christmas have more than four wheels in common. They share more than a passing resemblance to *Mario Kart*, Nintendo's evergreen racer.

Mario party

PlayStation has *Chocobo Racing*, with *Final Fantasy* characters. Sony has *Speed Freaks*, plus *Wild Water World Championships* on N64 and Dreamcast which are like *Mario Kart* on water. The N64 has *Disney Racing*, the GameBoy *Mickey Racing* and *Diddy Kong Racing*.

Crash's back

Crash Team Racing stars Crash Bandicoot, battling Nitrous Oxide, a mad scientist obsessed by speed, over 20 tracks.

Lastly, the stars of South Park are also in on the act with *South Park Rally*, starring Stan, Kenny, Kyle and Cartman racing around the streets of South Park.

What next, Tomb Racer?



By Christmas there will be loads of Mario-like games

WHERE'S PARAPPA GONE?

Lammy and PaRappa can make music together if you're good enough

By ALEX HUHTALA

FACTS

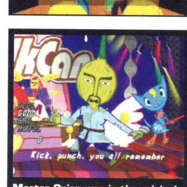
GAME:	**UM JAMMER LAMMY**
FORMAT:	**PLAYSTATION**
OUT:	**SEPT**
PLAYERS:	**2**
TYPE:	**RHYTHM ACTION**
BY:	**CAPCOM**
STATUS:	**95% COMPLETE**

The sequel to *PaRappa the Rapper* is only a couple of months away but the star of the original game is nowhere in sight. *Um Jammer Lammy* stars a new hero, Lammy, who plays guitar in a band called Milkcan. You must guide Lammy to a concert on the other side of the town and help her look for a new guitar.

Learn to play

The game plays in a similar way to *PaRappa* but instead of rapping, you must play the guitar in time with the music to progress. The music appears at the top of the screen, represented as the symbols on the PlayStation pad; press them at the right time and Lammy will hit the right note, doing the opposite will result in a nasty screech. There are seven levels, and it will take you quite a while to perfect each.





Master Onion was in the original

Bigger and better

Um Jammer Lammy is bigger than the original, with more levels, and a two player mode where you battle on the same screen, proving who's the best guitarist. Even better is the inclusion of a special little hound – complete the game and PaRappa finally appears, allowing you to play the levels you've completed in a totally new way.

The words at the side of the screen tell you how well you're performing



No wonder she plays rock guitar, she's got little horns like the devil

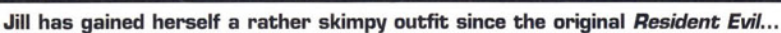
Warning: explicit lyrics. 'Squirt it to the left, squirt it to the right'

We reckon

***PaRappa the Rapper* was a great game but no-one bought it. *Um Jammer Lammy* may face the same problem but this time there's a lot more people with PlayStations out there. We'll wait and see.**






Jill has gained herself a rather skimpy outfit since the original *Resident Evil*...

But she still knows how to pack some firepower. Check out those flying limbs

REVEALED HERE RESIDENT EVIL 3 NEMESIS

The world of survival horror opens its door to the public for a third time

FIRST EVER PICS

By STEVE KEY

TO SAY it's more than a game might be taking it too far but the *Resident Evil* series has some of the most involving and atmospheric games ever. This third game reunites us with Jill Valentine from the first game as she tries to escape the madness of 2's Raccoon City.

FACTS

GAME:	RESIDENT EVIL 3
FORMAT:	PLAYSTATION
OUT:	NOV (JAPAN)
PLAYERS:	1
TYPE:	SURVIVAL HORROR
BY:	CAPCOM
STATUS:	50% COMPLETE

Before and after

One thing you can't fault the designers for is coming up with new twists and ways to link the games together. This is a fine example. Follow this: Jill's leaving for Europe (where Claire Redfield from *Res Evil 2* is heading to meet up with her brother Chris, star of the first game) when she gets caught in Raccoon City. This takes place before it all kicks off in *Res Evil 2*. Then during the course of the game she gets a serious injury and is knocked unconscious. When she comes round, the game has elapsed so that she's now living *after* Leon and Claire have destroyed most of the city in *Resident Evil 2*. Got that?



Endless possibilities

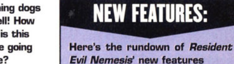
Potentially, Leon and Claire could make an appearance in the second half of the game, Chris Redfield could also return, having met up with Claire. Or maybe older characters like Barry Burton or Brad Vickers could make a comeback for this game... The scene's set for another game of epic proportions.


Flaming dogs of hell! How cool is this game going to be?


Still no shortage of blood

We Reckon

Absolutely awesome... *Resident Evil* fever is building up again and we just can't wait to get our hands on this one. Bring it on!



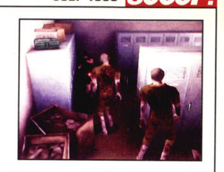
NEW FEATURES:

Here's the rundown of *Resident Evil Nemesis*' new features

- **There are more than ten different types of zombies from both previous games**
- **Enemies can now come back to life if you haven't disposed of them properly**
- **A new dodge feature has been added. You can now avoid enemy attacks by timing your evade manoeuvres so you take less damage.**
- **You can now use background objects as defensive barriers.**
- **There's a live selection element where your decisions change the storyline, giving you a number of possible routes through the game.**

DREAMCAST GETS CODE VERONICA

The classic horror game makes it's debut on Sega's new machine



NEW SHOTS

By STEVE KEY

RATHER THAN a simple coding of existing *Resident Evil* games, Capcom has made one that fits the loose plot strings of *1* and *2*.

Claire is back

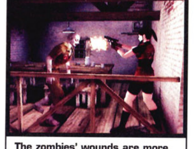
You take control of Claire Redfield, fresh from *RE2* on PlayStation. She meets an old enemy, the Umbrella corporation. What follows could be the most gruesome *Res Evil* yet.

More power

The detail is immense and you can expect to have hordes of zombies on screen at any one time. Who knows, maybe they'll have *House of the Dead* qualities and have gaping shotgun holes in their chests as they come creeping towards you... Other than that, details are pretty thin on the ground at the moment, so we'll let you gawp over these brand new shots we've got for you here. For just now anyway...

FACTS

GAME:	**RESIDENT EVIL: CODE VERONICA**
FORMAT:	**PLAYSTATION**
OUT:	**DEC (JAPAN)**
PLAYERS:	**1**
TYPE:	**SURVIVAL HORROR**
BY:	**CAPCOM**
STATUS:	**40% COMPLETE**



The zombies' wounds are more visible and prominent

Lighting and backgrounds are the best seen in any *Resident Evil* game



We Reckon

Some people are billing this as a saviour for Dreamcast, which is ridiculous as it's not even out in Europe yet. One thing is for certain, it'll be a gargantuan title when it's released this winter.

POCKET HORROR SHOW

Game Boy Color and Nintendo 64 are to get versions of the horror

By STEVE KEY

SO YOU'VE played *Nemesis* to death and *Code Veronica* is worn out through over use, what do you do to satisfy your hunger for the survival horror? Simple, you buy a Game Boy Color and get yourself the upcoming conversion of the original *Resident Evil* for it.

Impossible? Not at all

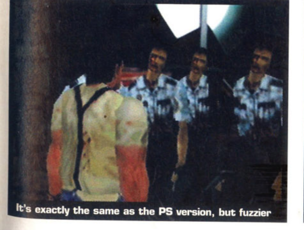
Many thought that such a game would be impossible on the small screen, but somehow all of the pre-rendered backgrounds and the characters have been crammed on a 4-meg rom cart. Considering the limitations, it doesn't look too bad at all. The levels are easily recognisable and it could turn out to be a corker.

Second Nintendo version

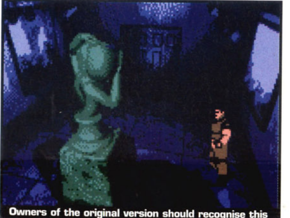
We only have a couple of shots for the N64 version, but we do have a stack of new information about the title. The game will be released on a cartridge twice the size of *Zelda's* and have the first ever full motion video sequences on N64. To satisfy the strict Nintendo screening laws, you can also change the amount and the colour of the blood to suit whoever is playing.

FACTS

GAME:	**RESIDENT EVIL**
FORMAT:	**GAME BOY COLOR & N64**
OUT:	**DEC (JAPAN)**
PLAYERS:	**1**
TYPE:	**SURVIVAL HORROR**
BY:	**CAPCOM**
STATUS:	**60% (GB) 55% (N64) COMPLETE**



It's exactly the same as the PS version, but fuzzier



Owners of the original version should recognise this

We Reckon

The Game Boy version will be interesting and while it's been a long time coming, the N64 title will also prove to be a massive seller.



You have to agree that it's a small miracle they've managed to fit all of the backgrounds onto one cartridge. Marvellous


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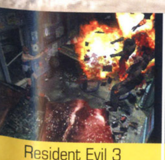
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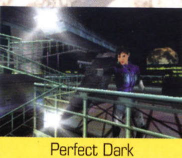
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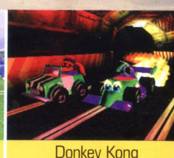
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Destruction Derby 1 and 2
Doom 1 and 2
Duke Nukem 1, 2 and 3D
Duke Nukem 3D; Atomic Edition
Earthworm Jim 1 and 2
Fifa '96, 97, 98 & 99
Final Doom
Final Fantasy VII
Flight Unlimited 1 and 2
Formula 1
Formula One Grand Prix
Forsaken
Gex
G - Police
Grand Theft Auto & London
Half Life
Hercules
Hexen 1 and 2
Jedi Knight
Judge Dredd
Jurassic Park
Klingon Honor Guard
Lemmings 2 and 3D
Mass Destruction
MDK
Men in Black
Mortal Kombat 1, 2, 3 and 4
Mortal Kombat Trilogy
Moto Racer
NBA Live 95, 96, 97, 98
Need For Speed 1, 2 and 3
Nightmare Creatures
Nuclear Strike
Outrun
Pandemonium 1 and 2
Pitfall
Populous 3
Premier Manager 1 and 3
Quake 1 and 2
Railroad Tycoon 2
Rainbow Islands
Rally Cross
Rayman
Resident Evil 2
Road Rash
Rogue Squadron: Star Wars
Roll Cage
Roller Coaster Tycoon
Screamer 1 and 2
Screamer Rally
Settlers 3
SimCity 2000 & 3000
South Park
Syndicate Wars
Test Drive 1, 2, 4 and Off Road
The Hunt for Red October
Theme Hospital
Theme Park
Time Commando
TOCA Touring Car Champ & 2
Tomb Raider 1 and 2
Turok
Ultimate Soccor Manager 1, 2 & 98
Unreal
Vigilante
Wipeout 1 and 2097
World Cup '98
Worms 1 and 2
WWF Wrestlemania
X - Files: The Game

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